A. Purpose.
The clinical protocol targets pediatric anxiety. Our mobile application facilitates clinical implementation by reinforcing coping skills learned in session to help youth manage anxiety symptoms.

B. Design Features.
Our application houses six modules with several features:
B.1 Progressive disclosures.
B.2 Information pages to guide navigation.
B.3 Predefined set of activities to be done in a session.
B.4 Activities designed as games.
B.5 Enforcement pages that act as reminders to do activities.
B.6 Gems awarded on completion of activities.
B.7 New avatar on module completion.

This application was developed following agile methodology. It evolved from gathering requirements via storyboarding, creating use-cases, and prototyping UI features. We now have an API driven android application, making it more scalable and robust.

D. Design and Implementation.
We used different design patterns, including observer, strategy, decorator, and adapter to improve the code structure with high cohesion and less coupling. The RESTful API includes features of scheduling the protocol for the youth, providing youth with suggestions to advance and presenting them with new gems and powers.

E. Future Scope.
To support web portal that can be used by school staff or researchers to apply personalization strategies aimed at improving adherence, compliance and clinical outcomes.