Memorable

*Personalized entertainment for people with dementia*

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**Week 4 Report**

**Current Milestone 2 Goals:**

Begin building interactive prototype

a) Implement puzzle game and music player

b) Prototype and iterate on data exchange process

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**This week, we completed the following:**

- Redesigned system flow
  - Simplified navigation for better functionality based on user roles and needs
    - Residents are main user
    - Caretakers are auxiliary users
    - Family members are occasional users

- Continued implementation of application
  - Created mostly functional simple front end prototypes
  - Set up postgresQL database

- Included mock data
  - Information and personalized content was created for one patient
  - This allows for a more realistic demonstration of the application

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**In the following week we plan to:**

- Integrate the database with the front-end instead of using hard-coded information
- Finish implementing the music player and incorporate it into resident pages
- Visit care home to demo application and receive feedback