

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

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

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