DOST – HAMESHA AAPKE SAATH

1.PROBLEM STATEMENT:

In India we don't have any such apps which are solely for the elderly people. After a certain age elderly people often feel bored and feel that no one is paying attention to them, so we think of an app that helps them to overcome such feelings and loneliness.

1.1 OBJECTIVE:

To design a mobile application for Elderly people to make a change in their lifestyle by helping them to do simple tasks.

1.2 PURPOSE:

A mobile application that will make simple tasks easy for the elderly. Everything will be put thinking in the view of an older person, especially in India who are above the age 60, be it the icons, the text. We will have the app in multiple languages and audio for each operation; like when they get into the app, we will be showing all icons and telling them what is doing what is like that with audio supported. Everything will be associated with audio so that it will be easy for them to understand the notifications.

1.3 SCOPE:

- Mobile application that helps elderly to get some king of entertainment.

- Get news, audio books and music for daily routine.

2.1 FUNCTIONAL REQUIREMENTS:

2.1.1 User login:

The System should allow to authenticate user.

2.1.1.1 Process flow:

2.2 TECHNOLOGY REQUIREMENTS:

The following are the list of software requirements we are using to implement this application.

- Client Side Technologies   : HTML, CSS
- Scripting Language   : JavaScript
- Development Kit   : Flutter
- Database   : SQL-LITE
- Operating System   : Linux
- Documentation   : MS-Office