Chapter 8

8.1 Future work features

8.1.1. Add a Good Background Music

Adding music that the child likes will help him focus on the game

8.1.2. Add a feedback page

So that we can understand the child every day by writing what he likes and dislikes in the content, or adding what is difficult for him to understand so that we can add other content to help him.

8.1.3. Add a Count Down Timer for games

As it will help the child to increase his focus and speed as well.

8.1.4. Add awareness videos for children

To educate them on how to maintain their tools, how to organize them, and how to focus as well.

8.1.5. Add voiceover for every level of the game.

to make a game easier for children by adding voices of structures.

8.1.6. Add a combined test on more than one level determined by the child himself.

In order for the child to be able to test himself on more than one level together, this will increase his focus and ensure the stability of the information.

8.1.7. Add monitor screen

To calculate how many times a child uses a game in a week

And the time that the child uses each time he opens the game.

8.1.8. Increase math levels

Setting levels suitable for the age group above 15 years.

8.1.9. Add a specialized section on psychiatry in the game.

So The child talked with his psychiatrist about the game after he finished each day.

8.1.10. Determine a weekly and monthly test for the child.

So that the child's educational level is monitored by the parents to know if he is in progress or not.

8.1.11. Add a calendar page

that shows the child the beginning and end of each level

8.1.12. block ads for children

As this prevents the child from being distracted and focusing on anything else.

8.1.13. Adding a button from which the child can stop and save the game

So that he can stop the game at any time and complete it from where he left off.

8.1.14. Add a button to control the Game quality like the Graphics of game levels

8.1.15. Add a button to continue a game

8.1.16. Add a button to change the game themes

To help change the mood of the child.

8.1.17. Adding videos for children

to make it easier for them to learn how to know the system of any level and its tests if they do not know how to use it.

8.2 Future Plans

8.2.1. Increase the number of games.

-science levels will be added.

- Entertainment levels will be added after each level

8.2.2. Add a special level for adults

- they will be tested so that they can know if they have ADHD or not

- will be Added intelligence levels to them to increase focus

-Will be Added awareness videos for them

8.2.3. Add a level for UC-MATH

This level performs fast and accurate calculations which relies on a tool called the abacus,

to enhance dexterity and math solving in the child.

8.2.4. Distributing the game to all doctors who specialize in treating ADHD.

8.2.5. Add challenging levels

In order to increase the enthusiasm of the child

8.2.6. Add a full version of 3D game

To make children more affected with the game.

8.2.7. Add a specialized section of psychiatry in the game.

By adding correct information about ADHD.

In video or in education content.

8.3 What is the impact of the future work of our project?

1. Increasing the number of people with ADHD who will play at different and more levels in the game.

2. Facilitating study at different levels for children with ADHD.

3. ADHD children will learn to deal more with situations that occur throughout the day.

4. Increasing the number of trained centers and intensifying treatment using our project.

5. Increasing the correct definition range for the term ADHD.

6. The presence of an educational reference for the personal situations of children and how to deal with them.

7. Improving the academic education of mathematics for different levels.

8. Knowing the diagnosis and treatment of adults and enhance their focus.

9. Increasing the level of entertainment with education for children of ADHD.

10. Parents will be able to interact more with their children at different levels of study.

11. Children's education levels will be closely monitored through the results of the week and month tests.

12. Knowing all details of how child start and finish the game by see all the reports.

13. Pay attention and learn more about adults with ADHD.

14. Strengthening attention and the link between more than one action in the game.

15. Helping children with ADHD with correct psychological information by adding a specialized section of psychiatry in the game.