# Edutropolis Project

A Self Education Game for Children diagnosed with ADHD

Chapter 1: Introduction

* ~~Introduction~~
* ~~Problem Statement~~
* ~~Objectives~~
* Impact on Business
* ~~Ways of Marketing~~
* Conclusion

Chapter 2: Related Works

1. Introduction
2. Related Works (ADHD)
3. System Architecture
4. Features
5. Benefits
6. Project Risk Management

Chapter 3: Project Development Methodology

1. Software Development Life cycle (Agile)
2. Chosen Methodology (Our Agile)
3. Applications of Chosen Methodology - Gaming

Chapter 8: Future Works

1. Future Work Features
2. Future Plans
3. Impact of the Future Work on Project

Chapter 4: Game Design (Interface Design)

1. Introduction
2. User Interface (UI)
3. User Experience (UX)

Chapter 5: Software Analysis and Design

1. Project Software Requirement Specification
2. Project Components Design (Game Architecture)
3. Data Flow Diagram
4. Entity Relationship Diagram
5. Sequence Diagram
6. Use Case Diagram

Chapter 6: Project Software Tools and Technologies

1. Unity Game Engine
2. Microsoft Visual Studio & C#
3. Blender Software

Chapter 7: Testing

1. Testing User Interface
2. Unit Testing
3. Integration Test
4. System Test User Acceptance
5. Reference

----

Testing tools

Users (Children - Adults)

feedbacks