# 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

* ~~Introduction~~
* ~~Related Works (ADHD - Kids)~~
* ~~System Architecture~~
* ~~Features~~
* ~~Benefits~~
* ~~Project Risk Management~~

Chapter 3: Project Development Methodology

* ~~Software Development Life cycle (Agile)~~
* ~~Chosen Methodology (Our Agile)~~
* ~~Applications of Chosen Methodology - Gaming~~

Chapter 8: Future Works

* ~~Future Work Features~~
* ~~Future Plans~~
* ~~Impact of the Future Work on Project~~

Chapter 4: Game Design (Interface Design)

* ~~Introduction~~
* ~~User Interface (UI)~~
* ~~User Experience (UX)~~

Chapter 5: Software Analysis and Design

* ~~Project Software Requirement Specification~~
* ~~Project Components Design (Game Architecture)~~
* ~~Entity Relationship Diagram (Class Diagram)~~
* ~~Use Case Diagram~~
* ~~Data Flow Diagram~~
* ~~Flow Chart~~

Chapter 6: Project Software Tools and Technologies

* ~~Unity Game Engine~~
* ~~Microsoft Visual Studio & C#~~
* ~~Blender Software~~

Chapter 7: Testing

* ~~Testing User Interface~~
* ~~Unit Testing~~
* ~~Integration Test~~
* ~~System Test User Acceptance~~
* Reference

----

Final Documentation Tasks:

* ~~Book Cover~~
* ~~UI Design~~
* ~~Game Design Chapter~~
* ~~Project Acknowledgment~~
* ~~Project Abstract~~
* ~~Project Introduction~~
* ~~Feasibility Study~~
* ~~Technical Feasibility.~~
* ~~Economic Feasibility~~
* ~~Take the SRS Content form srs source file~~
* ~~Project Risk Management~~
* ~~Reference~~
* ~~Book Table of Contents~~