



Applied Project and Minor Dissertation

BrainWorks - A brain training app

- Different cognitive areas of the brain being tested by several games
- Areas are: Problem Solving, Attention, Memory and Speed
- Each area has 5 games
 - Made in UWP with ADO (DB) and ASP (Server-Side)
 - **Expansion to include:** Giving players an idea where they place in regards to the general population in these areas by presenting them with a graph when each game is completed

Why UWP?

- Available across all Windows 10 capable devices. E.g; Phones/Tablets/Laptops/Consoles (XBox)/PCs.
- UWP only reaches 1.6% of smartphone industry compared to 83% on Android and 15% on Apple.
- BUT it has the advantage of being able to reach the largest market on the planet - PC's.
- You can separate the designer from the developer using MVVM so that one does not impact the other while simultaneously working on a project reducing errors, time and cost
- Screen resolution sharper on various screen sizes (device independent - doesn't use pixels). Vector based meaning that it is mathematically drawn to ensure quality is never lost at any size

The games themselves - Problem Solving

Brainfall

Brain Gains

Higher or Lower

Manic Maths

Quick RPG

The games themselves - Attention

Barn Dance
Everything has a Porpoise
Tea Total
Total Recall
Picture Perfect

The games themselves - Memory

Shopping list
Once and Never Again
Odd one out
Two's a pair
Sequential (Working Title)

The games themselves - Speed

Brainbox

Down to a Tea

Foal Shadow

Go with the Bufflow

Spot the Difference