

TDA367: Object-oriented programming project
Chalmers University of Technology



Grey Matter RAD-documentation

and I OOPP:

ALINE EIKELAND
HUGO GANELIUS
VIKTOR JOHANNESSON
EMIL LUNDQVIST
FELIX OLIV

1 Introduction

1.1 Purpose

The project aims to construct an Android application for mental training. The application is to be competitive and rank users in relation to others as well as own past performances.

With an exploding population getting smartphone access the mobile app market is, if not brand new and unproblematic, still growing and developing. Strong influences seeking more meaningful usage of their devices can be attracted to a scientific, low weight and healthy game app.

1.2 Application specifications

The application is to be an android application compatible with android 8.0 and upwards. It will be adaptable for various screen sizes.

The application will work as a hub for multiple mental training mini games. These games can be reached from a common menu. Common for the games are also a leaderboard which ranks players internationally and amongst their friends as well as a personal progress analyzation tool. Both the leaderboards and the analyzer tool will be scoring via the Neurån scoring system. This competitive point system will have a scientific aspect as it is based on the normal distribution of the player base.

The user will be able to add other users as their friends. They can show their friends in a list and is able to remove or block existing as well as search for new ones.

Additionally the app will be able to notify the user when they are passed on the friend leaderboard, when they have not used the application for a specific amount of time and The notifications can be modified by the user. The user will also be able to modify their username and picture to be shown at the international leaderboards.

1.3 Scope of application

The application will include at least four mental training mini games. It will host an international leader board and a friend leaderboard for each of the games. *Grey Matter* will store the users player history in a personal profile which can add other profiles as their friends.

1.4 Definitions, acronyms and abbrevations

Gamification - applying gameplay principles on non-gaming activity to increase attractiveness

JSON - JavaScript Object Notification, easily readable file format for data storage

JSON-server - JSON module to easily mockup servers without having to program server part.

GSON - Google's JSON server service.

MVC - Model View Controller pattern.

MVVC - Model View ViewModel pattern.

Normal distribution - Natural probability calculation, looks like a bell curve.

Standalone application - A application that runs locally on the device and does not require anything else to be functional.

2 Requirements

2.1 User Stories

US06 Notification options

As a busy person, I'd like to customize how and when the application notifies me

Confirmed by following functional requirements:

- Can I
- If I click

And be nonfunctional below:

- availability
- security

- **User story**
 - Story identifier: kod
 - Story name: <story name>
- **Description**
 - As a <role>, I need <requirement or feature> so that <goal / value / reason>
- **Confirmation**
 - Functional
 - * Can I..
 - * If I click...
 - Nonfunctional
 - * availability
 - * security

2.1.1 User story

Story Identifier:

Story Name: <short name>

Description

As a <role>, I need <requirement or feature> so that <goal / value / reason>.

Confirmation

Functional

- Can I ...

- If I click ...

Non-functional

- availability...

- security...

User story

Story Identifier: US01

Story Name: Score History

Description

As an esports professional, I want to be able to see my score history, to know how well I've done previously.

Confirmation

Functional

- Can I see separate histories for each game?

- Is the history saved if I close the app and come back?
- Can I delete my history?

Non-functional

- availability
- Can I view my history at any time?
- security -

User story

Story Identifier: US02

Story Name: Score Graph

Description

As an esports professional, I want to be able to see a graph of my score over time, to see if I'm improving.

Confirmation

Functional

- Can I ...
- If I click ...

Non-functional

- availability...
- security...

User story

Story Identifier: US03

Story Name: Leaderboard

Description

As a competitive person, I'd like to see my score in a leaderboard, so I can compare myself to others.

Confirmation

Functional

- Can I ...
- If I click ...

Non-functional

- availability...
- security...

User story

Story Identifier: US04

Story Name: Score Rank

Description

As a competitive person, I want to rank my score against everyone in the world.

Confirmation

Functional

- Can I ...

- If I click ...
- Non-functional
- availability...
 - security...

User story

Story Identifier: US05

Story Name: Daily Reminder

Description

As a senior citizen, I'd like a daily reminder to test myself, so I can keep a regular routine.

Confirmation

Functional

- Can I ...
 - If I click ...
- Non-functional
- availability...
 - security...

User story

Story Identifier: US06

Story Name: Notification Options

Description

As a busy person, I'd like to customize how and when the app notifies me.

Confirmation

Functional

- Can I ...
 - If I click ...
- Non-functional
- availability...
 - security...

2.2 Definition of Done

2.3 User interface

The first iterations of the GUI:

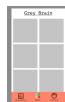


Figure 1: The scrollable list of the games, where the user can press on one of the cards and the corresponding games starting screen comes up as seen in figure 2



Figure 2: The starting screen of the game “Chimp Test”. It contains some information about the game and a button to start the game with



Figure 3: The profile page where we want the user to be able to change some settings and possibly check on their friends and statistics



Figure 4: A dialog window that contains a list of the users friends



Figure 5: A scrollable list of statistics on different games. It shows the users score in each game and how it compares to the rest of the world

Figure 1, 3 and 5 are all accessible by the bottom navigation bar. Figure 6 pops up when you press on a game in figure 1. Figure 4 is accessed by the “Friend” button in figure 3.

2.4 Functional requirements

First priority: Play minigames to test cognitive skills
Get a score to compare with previous attempts
See statistics to compare to other humans

Second priority: See improvements being made
Know what to do to improve

Third priority: See the statistics of friends
Compete with friends

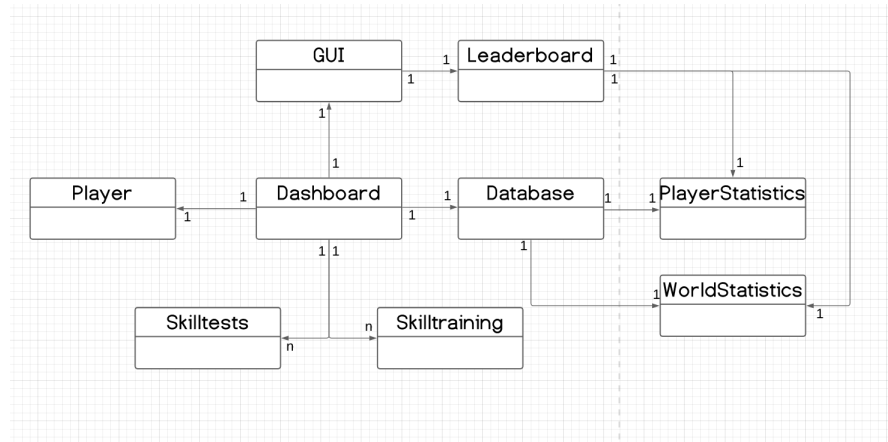


Figure 6

2.5 Non-funtional requirements

3 Domain model

Multiplicity - How many instances exist of the object Relationships - How the classes relate to eachother Mutability - If the object is able to change/mutate Persistence - If the object will save the data after execution

Dashboard is the first screen the user entry when starting the program, which has access to the minigames and the players. It is not mutable by the user. Is not persistence

Player:

Skilltests

The statistics are saved for the user to access after the execution. It is mutable through the player data

Leaderboards shows top performancea from the user and its friends It is mutable through statistics