

TDA367: Object-oriented programming project
Chalmers University of Technology



Grey Matter RAD-documentation

and I OOPP:

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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.

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.

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.