Dementia Caregiver

*Customer Handoff*

*CIS 573 Software Engineering - Fall 2015*

*Team Members :*

*Krishna Chaitanya Daliparthy*

*Joshua Kessler*

*Joo Nam Kim*

*Kelley Loder*

*Ryan C. Smith*

*Table of Contents*

[User Manual](#id.8xsraa1vp5cn)

[Technical Manual](#id.g8ejmwlv88qy)

## 

## 

**User Manual**

There are two different users for the Dementia Caregiver Application, the caregiver and the patient. The welcome page of the app redirects the users to their respective activities depending on the buttons they click. The following screen describes the functionality:

//Screen 1

**Admin Module**

The Admin Module serves as a utility for the caregiver to upload stimuli for the patient, record feedback for the patient’s responses and view the performance of the patient. The user interface has simple buttons that redirect the user to various tasks mentioned above. The following screen describe the navigation:

//Screen 2

* **Stimulus Browser:** View all stimuli
* **Upload Stimulus**:
  + Default feedback
  + Record Stimulus
* **View Metrics**: View scores
* **Logout**: Exit to the main screen

**User Module**

The user module serves as a utility for the patient to play the game. The patient will be able to start the game, answer the questions and get feedback responses.

**Technical Manual**

Here is a list of code files corresponding to the features mentioned above:

LoginActivity.java

**Admin Module**

MenuActivityAdmin.java

StimulusUploadActivity.java

FeedBackUploadActivity.java

newStimulus.java

UploadPhotoWithNameActivity.java

ViewMetricsActivity.java

**User Module**

MenuActivity.java

Score.java

Stimulus.java

GameActivity.java

MemAidUtils.java