**MIND PALACE**

Mind-Palace is a technique to remember things, by creating a virtual palace inside brain and then storing information within the specific objects inside palace.

**Abstract:**

My java project is based on this concept of MIND PALACE. Reason to choose this idea is that it applies both concepts; management system and game. It will basically be a GUI based program. There will be a login and sign-up page for the user. User will be shown a menu to *add, remove and edit* palaces, rooms and objects. User can create a palace and store any information and picture inside a specific object within a room inside the palace and associate it with something. Same goes for deleting and modifying something. User can take a quiz to test his memory retention. It will have a real-time progress tracking of the user. Whole information of the progress and data within palace will be stores inside the PC.

**KEY FEATURES:**

* Create and manage multiple memory palaces.
* Add, edit, and delete rooms or locations within each palace.
* Add items to specific locations with options for names, descriptions, and images.
* Interactive map or floor plan of palaces with clickable rooms.
* Navigation through the palace.
* Generate custom and random quizzes to test recall of placed items.
* Track quiz performance and provide feedback.
* Simple, intuitive interface with easy navigation between features.
* Features to save, load, export, and import memory palaces.
* Multi-user support and optional cloud syncing for data access across devices.