# Proposal for Interdisciplinary Team Project

**BSHC(E)2, BSHBIS(E)2, HCC(E)2, BSHTM2, HCBC2**

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| **Project title:** | BrainTrainingJR |
| **Group:** | Group V |
| **Project manager:** | Abigail Boyle |
| **Team members:** | Abigail Boyle, Roberto Niculita, Tijesu Olalkan, Luke Sheehan, Wiktor Wolsza |

## Overview

What is this project about?

Brain-training based quiz game to help improve the users in various areas such as: Logical, linguistics, memory, analytical skills etc.

## Target group

Who will use this software? Are any skills or prior-knowledge required to use this software? Why would users want to use this software? Are there different roles involved (e.g., admin vs. user)?

Users between the ages of 5 and 12(primary school students)

## Market Analysis

Are there similar applications? How is your proposed idea and application different?

There are brain training apps however most aren’t aimed at children. Children are limited in their cognitive and physical abilities, applications with interfaces designed for adults are available on the market however our program will embody an emphasis on a young user friendly design. Adults and children however do share interests in web design, such as high quality and clarity, so our application will be produced in order to design a game that is exceptional quality and engaging.

## Functionality

What can this software do? What it cannot do?

The software will give the users a series of problems and questions from five different categories in order to test their skills in each of these categories. The software will provide the users with a grade based on how well they did with the questions. The app will keep records of the users results in order for the user to track their progress.

## Mock-up

How will this software look like? Create a mock-up that illustrates the functionality and insert it here. You may use wireframe software (e.g., Balsamiq, FluidUI, etc.), graphics software or presentation software to create an impression of the user interface.

The design of the game will be based on the age of the target audience. The design will have the use of bright colours and illustrations to be more appealing for kids to play.

## Project Plan

How will you ensure that you meet the project milestones and successfully complete the project within the allocated timeframe? Add your own deadlines to the milestones provided. Create a Gantt chart illustrating the project deadlines and time line using Microsoft Project or a similar software.

## Summary

Overall, what is the benefit of this software? Are there any risks involved?

We hope that through the use of this app the users will be able to train their brains in the five different categories of the questions.