## 2.1 High Priority

1. **Apps**:
   1. Prepare and publish an iOS app to the App Store (iPhone).
   2. Prepare and publish an Android app to the Google Store (Android).
2. **Accounts**:
   1. Be able to create and login to an account.
   2. User Be able to recover my account.
   3. Be able to reset password
3. **Documentation and Code**:
   1. Researcher needs to Have documents that help use the app.
   2. Have documents that new developers can use.
   3. making our code flexible for future developers.
   4. We will improve the existing readme documents.
   5. Application software maintenance and support.
4. **Lessons/Training**:
   1. The gamification of each of the tasks, so as to maximize user engagement.
   2. Name and Face Training
   3. Who’s New Face Training
   4. Memory Match Training
   5. Shuffle Training
   6. Forced Choice Training
      1. Forced choice assessment **before** and **after** the training process.
   7. Researcher should Have access to lesson plans.
   8. Develop an algorithm to pick up faces for training session.
   9. Lessons (5-10 minutes) with hand-curated faces, as opposed to randomly selected ones.
   10. The lessons/tests increase in difficulty to keep them engaged.
       1. Team members will create lessons bundled into short lessons of progressing difficulties. These lessons will contain hand-curated faces, as opposed to randomly selected ones.
       2. Each lesson a team member makes will be short enough for the user to complete in a sitting (5-10 minutes). This will be verified by simple testing.
   11. Do an 8-day face training lessons.
   12. The user is **able** to **select** and train using **different face sets**.
       1. If a participant wanted to train with Black faces, and again with Asian faces, the beginning and end assessments would be repeated for that race session.
   13. Dynamically sample different sets of faces during the training.**??**
   14. Dynamic Difficulty: present users with different facial sets based on performance, this is done manually.
   15. help reduce the implicit bias between different racial/gender groups.
   16. The apps will also help train people to recognize an individual
5. **Face Set**:
   1. Expand the racial and gender groups to include Black, White, Asian, and male and female faces.
   2. Researchers here can also add faces to increase the size of their data set.
6. **Data**:
   1. Researcher portal: The researchers can Collect and manage user performance data.
   2. store the data gained from app-usage on a server in the Psychology department.
   3. Participant can check the history of participating training.
7. **Reliability**:
   1. test and make sure the user apps are stable.
   2. and make sure the researcher portal is stable.
   3. test and make sure the database can handle a potentially large user base.
   4. make sure any third-party software and API`s are reliable, stable and have long term support.

## 2.2 Low Priority

1. Update the user UI so that the applications are more pleasant to use.
2. Task difficulty is increased dynamically through machine learning algorithms.
3. Easy updating procedure for future use by the CU Psychology department.
4. Game mode to compete with other users.
5. Dynamically facial generation.

**Key Deliverables**

A GitHub repository that contains but is not limited to:

* Project documents including but not limited to

1. Project Charter

2. Work Breakdown Structure

3. Functional/Non-Functional Requirements

4. Project Plan – GANTT chart

5. Project Architecture Plan

6. Formal Project Status Report

7. Project Risk Mitigation Plan

8. Detailed Design Specifications

* The source code to two tested and working mobile applications.
* The source code to any other component related to the project.
* Administrative documents such as meeting logs, attendance, time sheets, and weekly reports.
* Any credentials needed for the operation of the project.
* Any resources used for this project.
* A document detailing how to use, maintain, and update the applications, codebase, and face base.

**Acceptance Criteria**

* Two mobile apps that expand to allow for multiple genders and racial groups.
* The two apps implement/Improve the “Forced choice” task daily assessment.
* The tests and exercises dynamically sample different sets of faces during the training.
* A stable iOS app published to the App Store.
* A stable Android app published to the Google Store.