

Inner Bloom

Therapeutic Mental Wellness Through Interactive Puzzle Games

PowerLearnProject - Group 27, February 2025 Cohort



The Mental Health Crisis

- 1 in 5 adults experience mental health issues annually
- Limited access to engaging therapeutic tools
- Traditional therapy can be expensive and intimidating
- Need for accessible, evidence-based wellness interventions
- Lack of interactive, calming digital mental health resources



Inner Bloom Therapeutic Puzzle Platform

- Interactive nature-themed jigsaw puzzles with therapeutic benefits
- Al-powered sentiment analysis for personalized affirmations
- Crisis support resources integrated seamlessly
- Anonymous feedback system respecting user privacy
- Progressive difficulty with calming background music
- Dark mode and full accessibility support



What Inner Bloom Does





Core Features:

- Click-to-swap puzzle mechanics with beautiful nature photography
- Positive therapeutic affirmations throughout gameplay
- Multiple ambient sound options (rain, ocean, forest, meditation)
- Crisis support resources readily accessible
- Comprehensive quality assurance and testing framework

Technology Stack:

- Node.js Express server with OpenAl API integration
- Responsive HTML5/CSS3/JavaScript frontend
- Anonymous usage analytics for effectiveness measurement

Target Market Mental Health & Wellness Users



2 out 5

Adults report increased stress and anxiety levels



75%

Of people prefer digital wellness tools they can access privately





People worldwide affected by mental health conditions

Digital Mental Health Market

Primary Market: Individual wellness seekers

Secondary Market: Mental health

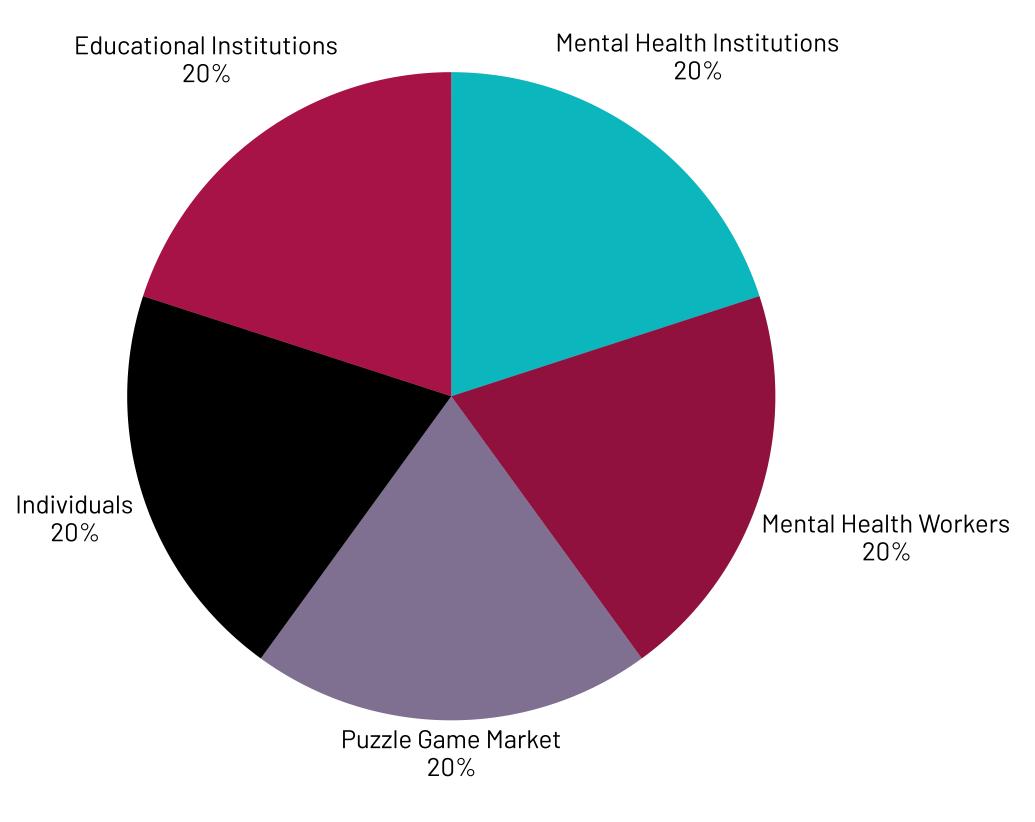
professionals recommending digital tools

Tertiary Market: Educational institutions

and wellness programs

• Digital mental health market valued at \$5.6 billion (2023)

- Expected 23.6% annual growth rate
- Puzzle game market: \$15 billion globally
- Increasing demand for accessible mental health solutions





Competitive Landscape

Direct Competitors:

- Headspace, Calm (meditation apps)
- Flow Free, Monument Valley (puzzle games)

Indirect Competitors:

- Traditional therapy platforms
- General wellness applications

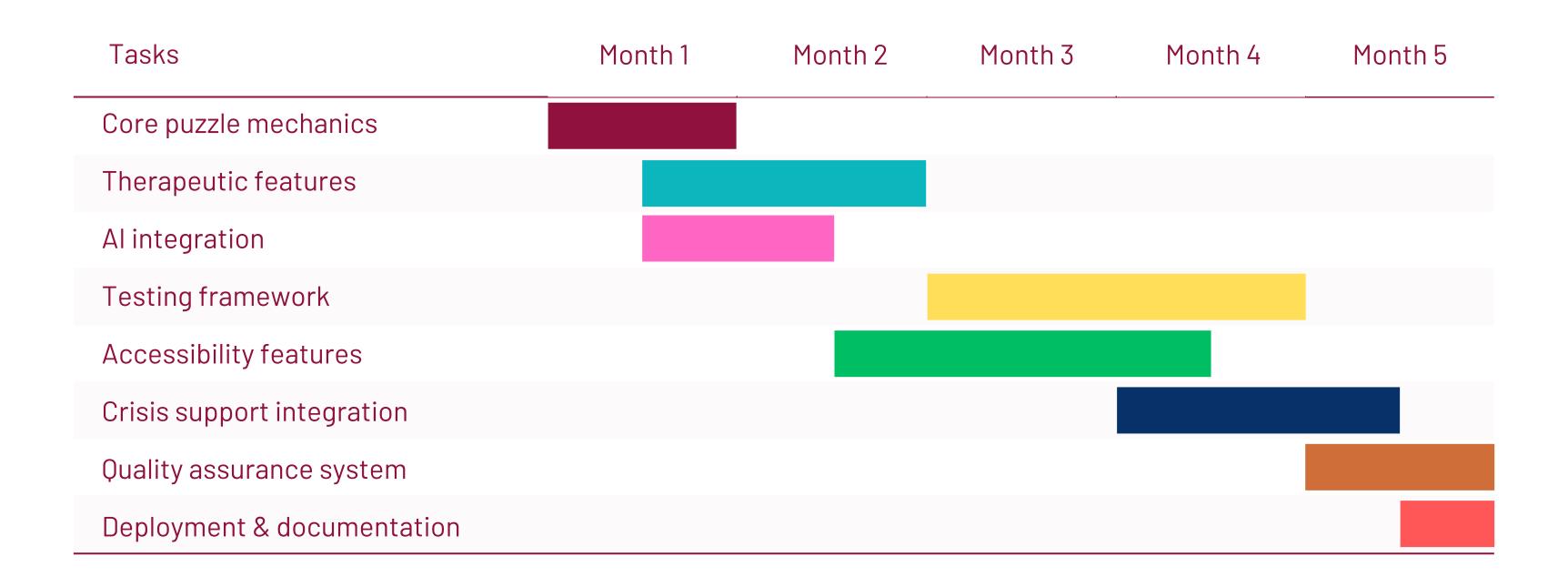
Why We're Different:

- •Combines therapeutic benefits with engaging puzzle gameplay
- Professional-grade crisis support integration
- Al-powered personalization without compromising privacy
- Designed specifically for clinical recommendation

What Makes Inner Bloom Unique

- Therapeutic Focus: Evidence-based design for mental wellness
- Privacy-First: Anonymous usage tracking, no personal data collection
- Professional Integration: Documentation for mental health professionals
- Comprehensive Testing: Advanced QA framework ensuring reliability
- Accessibility: Full keyboard navigation and screen reader support
- Crisis Safety: Integrated emergency mental health resources

Project Traction: Development Timeline



Business Model



Current Phase: Open-source educational project

Future Monetization Options:

- Freemium model with premium puzzle content
- Licensing to mental health institutions
- Professional training modules for therapists
- Corporate wellness program partnerships

Value Proposition:

- Reduced therapy costs through supplemental digital tools
- Improved patient engagement between sessions
- Measurable wellness outcomes through analytics

Go To Market: Customer Acquisition Strategy

Phase 1: Clinical Validation

- Partner with mental health professionals for feedback
- Implement in university counseling centers
- Gather effectiveness data and testimonials

Phase 2: Digital Distribution

- App store deployment with SEO optimization
- Mental health blog partnerships and content marketing
- Professional conference presentations

Phase 3: Institutional Adoption

- Healthcare system partnerships
- Corporate wellness program integration
- Educational institution licensing

Social Impact: UN Sustainable Development Goals Addressed

SDG 3: Good Health and Well-being

- Promotes mental health through accessible therapeutic tools
- Reduces barriers to mental wellness resources

SDG 4: Quality Education

- Educational project demonstrating health technology innovation
- Teaches responsible AI integration in healthcare

SDG 10: Reduced Inequalities

- Free access removes economic barriers to mental health support
- Accessibility features ensure inclusive design

SDG 17: Partnerships for Goals

Collaboration between technology and mental health sectors

Technical Achievements: Development Excellence

Comprehensive Feature Set:

- 9 different puzzle configurations with nature photography
- OpenAI API integration for sentiment analysis
- Real-time quality assurance monitoring
- Professional testing dashboard with 20+ automated tests

Technical Highlights:

- Node.js server with Express.js framework
- Responsive design supporting all device sizes
- WCAG accessibility compliance
- Anonymous usage analytics respecting privacy
- Crisis resource integration with emergency contacts

Our Ask: Project Completion & Next Steps

Current Status:

- Fully functional therapeutic puzzle application
- Comprehensive testing and quality assurance framework
- Professional documentation for clinical use
- Successfully deployed with health monitoring

What We're Seeking:

- Academic recognition for innovative health technology solution
- Feedback from mental health professionals for future iterations
- Potential partnerships with educational or healthcare institutions
- Continued development support for enhanced feature

Development Team

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Original Creator & Project Owner



AMANY NABIL MOHAMED

Project Lead, Review & Adaptation



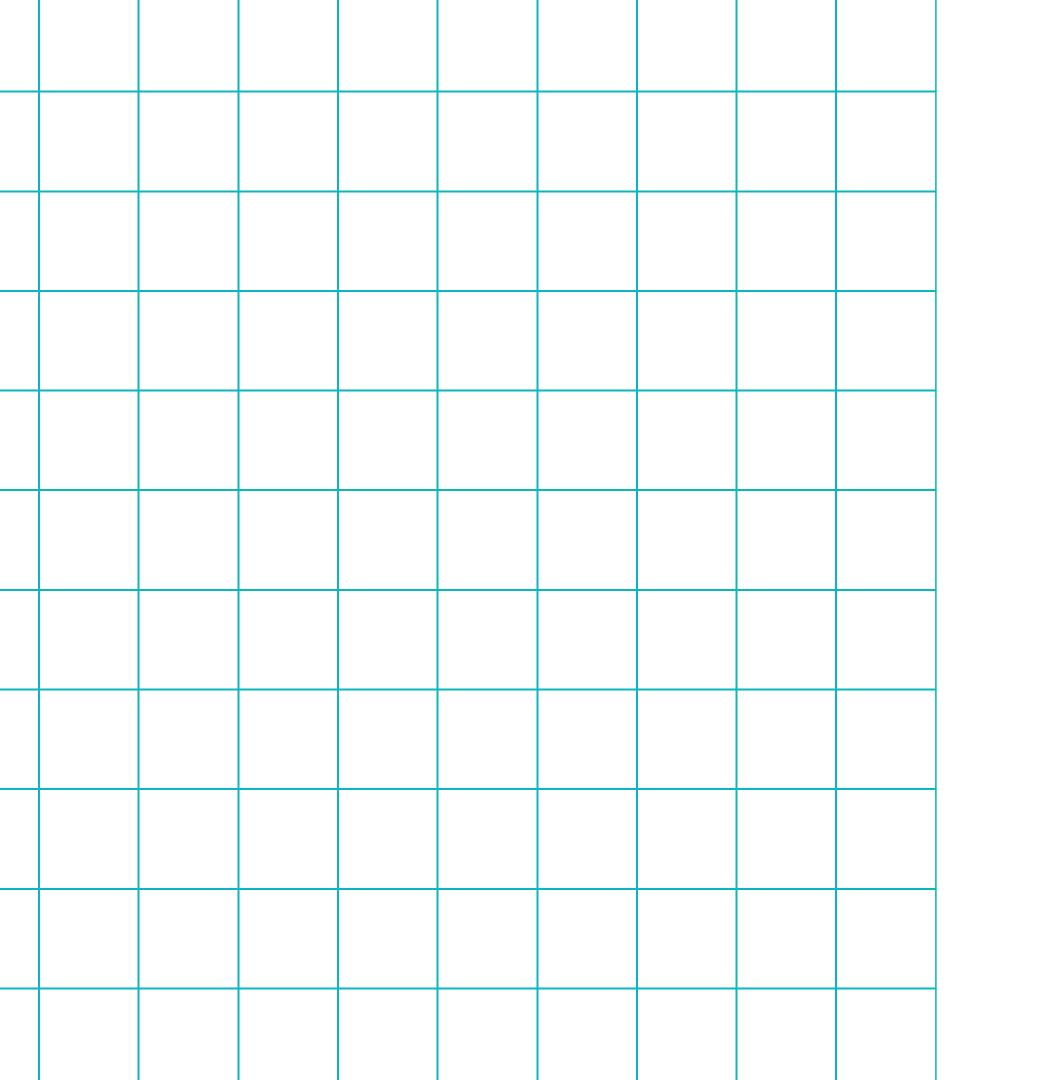
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Thank you!

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