

Moneta

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Moneta

Moneta is a platform for patients at any stage of Alzheimer's Disease/Dementia to keep their mind and brain stimulated. Brain teasers/memory/image and word association games have been scientifically proven to be useful throughout the lives of people afflicted with the disease. While additionally, music can play an important role.

Solution:

Technologies:





Moneta: The Problem

The problem we found is that when looking for these activities, searches often result in top 25 lists of games that help but are not necessarily geared towards Alzheimer/Dementia patients. They also do not provide a personalized user experience. Which makes initial adoption and reuse an ongoing challenge for our target audience.





Moneta: The Solution

Our solution is to create a single app for the Alzheimer/Dementia patient in mind. The app will provide brain teaser/memory/image and word association game with the ability for the user to upload family photos and integrate details of the patient's personal lives in order to sustain memory and healthy brain activity for as long as possible. The app will take into consideration the experience of those with the disease and inspire their use of the app and seek self development.



Moneta: The Tech

React: Encapsulate stateful components to make more complex Uls.

• Axios: API Integration

• Bootstrap: Mobile-first development front-end component library

• Cors: Cross-Origin Resource Sharing

• Jquery: They told me you couldn't so I did

• Moment: Local time

Multer: Image upload management





Moneta: The Roles

• Vincent: Front End / Creative Director

Matthew: Audio Director / R & D Consultant

Johnathan: Back End Lead / Database Manager

• Frederick: Game Master / Scrum Master

*most roles benefited from heavy crossover





Moneta: The Demo

• Local: http://localhost:3000/

• Heroku: https://mc-moneta.herokuapp.com/

• Wireframe: https://github.com/vin-cent321/Moneta/blob/master/client/src/components/layout/Wireframe.png





