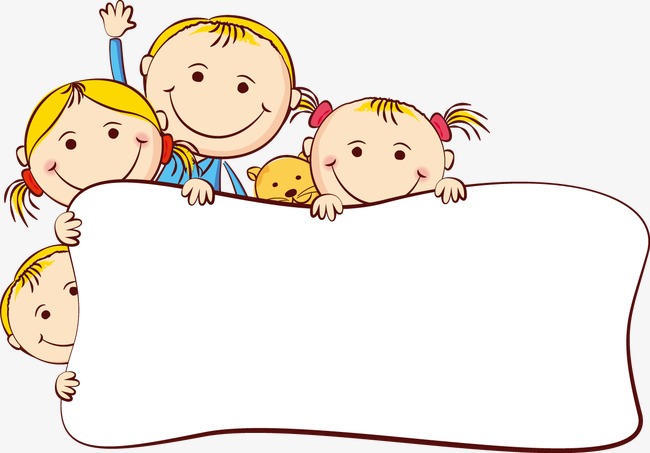
Resilience App

Computer Science 4ZB6 (2017-2018)



**Resilience**

**Project team:**

1. Diana Saweris
2. Noura Nimiri
3. Carmen Luo
4. Matthew d’ Cruz
5. Polly Yao

**Introduction:**

Kids are the most precious to the world, their families and to themselves. They are the seeds to a new generation coming out to the light of the world. As a result, to many environmental and technological changes around us nowadays, we are getting impacted emotionally and physically. Kids and babies are more effectively impacted since they don’t have the social immunity to the surrounding circumstances. This being said, unfortunately many kids become victims of depression and/or bullying. Thinking about the future of these kids, there is an urgent need to creating some help and guides. The team received this approach from Dr. Chris and Dr. Anand and got really excited to help as much as possible to achieve the goal. Having another summer group working on it earlier gave the project team an idea of what the target is and a base to start from.

**Resilience App:**

Resilience is the name chosen for the application, which will start as a web application and then a mobile application in the long term. There are some important perspectives to be added to the application. These are important points that Dr. Chris asked for due to her experience and career, plus other features that can be added later based on the feedback from the users. Resilience is designed to have a calendar which allows users to record their daily journal entries and be able to see all their records of the month. It also includes a “Tetris Game” which they can spend time playing it before going to bed or when their mood is not that good. This helps release the stress and spend some fun time doing something different than their daily activities. It also allows the users to change the profile features. It also lets the user add their own emergency contacts (up to 6 contacts) where they can directly call them from the application. More features can be added in the future based on the feedback and suggestions from the users and their supporters.

**User Interface:**

The app will be designed to have an account for users where they can login to view their calendar. The calendar would have their entered journal entries and moods/activities that they have previously recorded. They will be allowed to record their journal entries, moods, activities day by day. They will also have different icons at the bottom. The first one has all 6 contacts that the user recorded as emergency contacts, this would let the user call them directly when required. The second icon is to view the calendar/add journal entries, the third icon is the Tetris Game. The Tetris game is to get the user to relax and get rid of any negative feelings/energy. The fourth icon is for the users to change their profile avatar. The last icon is the graph icon. This allows the users to check their mood throughout the time. It will have the positive feelings in green and the negative in red, with an average in blue which shows the overall mood for tracking. All this data is to be monitored by the team of psychiatrists via the backend, to provide the required assistance and advice if applicable.

**Plan:**

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| --- | --- | --- | --- |
| Item # | Task | Task Owner | Deadline |
| 1 | Create some of the faces/moods | Completed by the summer students | Completed in September 2017 |
| 2 | Create the multiple Pages connected each other and the calendar view | Completed by the summer students | Completed in September 2017 |
| 3 | Tetris Game | Completed by the summer students | Completed in September 2017 |
| 4 | Adding more faces and choosing the final ones | All Project team | Completed in November 2017 |
| 5 | Creating the graph | Polly Yao  Matthew d’ Cruz | Completed in November 2017 |
| 6 | Fixing the faces to neutral and adding them to the main journal entry view | Diana Saweris  Noura Nimiri | Completed in December 2017 |
| 7 | Adding the Graph page to the web app | Diana Saweris  Noura Nimiri | Completed in December 2017 |
| 8 | Creating the activities graphics | Matthew d’ Cruz | Completed in mid-January 2018 |
| 9 | Adding the activities graphics to the web app | Matthew d’ Cruz | End of January 2018 |
| 10 | Investigating the creation of the backend & server | Carmen Luo  Polly Yao | End of January 2018 |
| 11 | Finishing the documentation for the onboarding task | Diana Saweris  Noura Nimiri | End of January 2018 |
| 12 | Fixing the Calendar and the journal entries dates | Diana Saweris  Noura Nimiri | Mid-February 2018 |
| 12 | Designing the Poster | All project team | Mid- February 2018 |
| 13 | Completing the backend and server | All project team | Mid of March 2018 |
| 14 | Completing the PERT Chart | All project team | Mid of March 2018 |
| 13 | Testing the web app | All Project team | This is an ongoing task after each step |
| 14 | Completing the final report | All Project team | April |
| 15 | Presentation & Demo | All Project team | April |