ALZHELP

-ALZHEIMER'S PATIENTS' HELP APP

PROJECT BY -
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DHRUV DHINGRA
NAMAN SETIA
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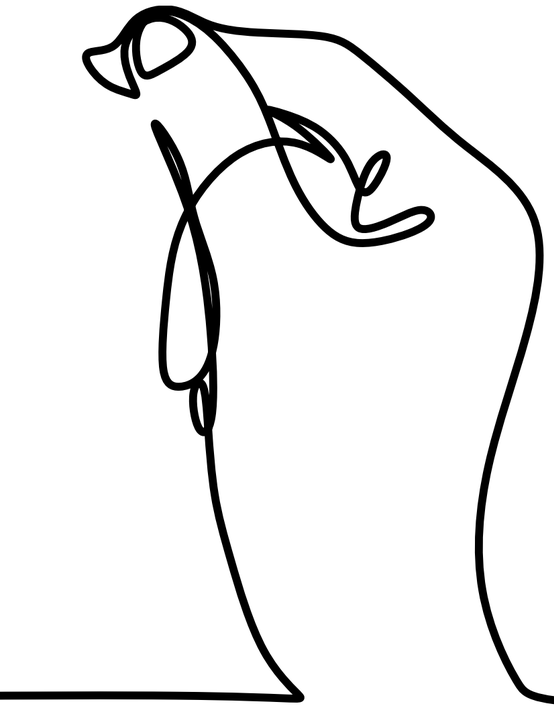
OUR AIM



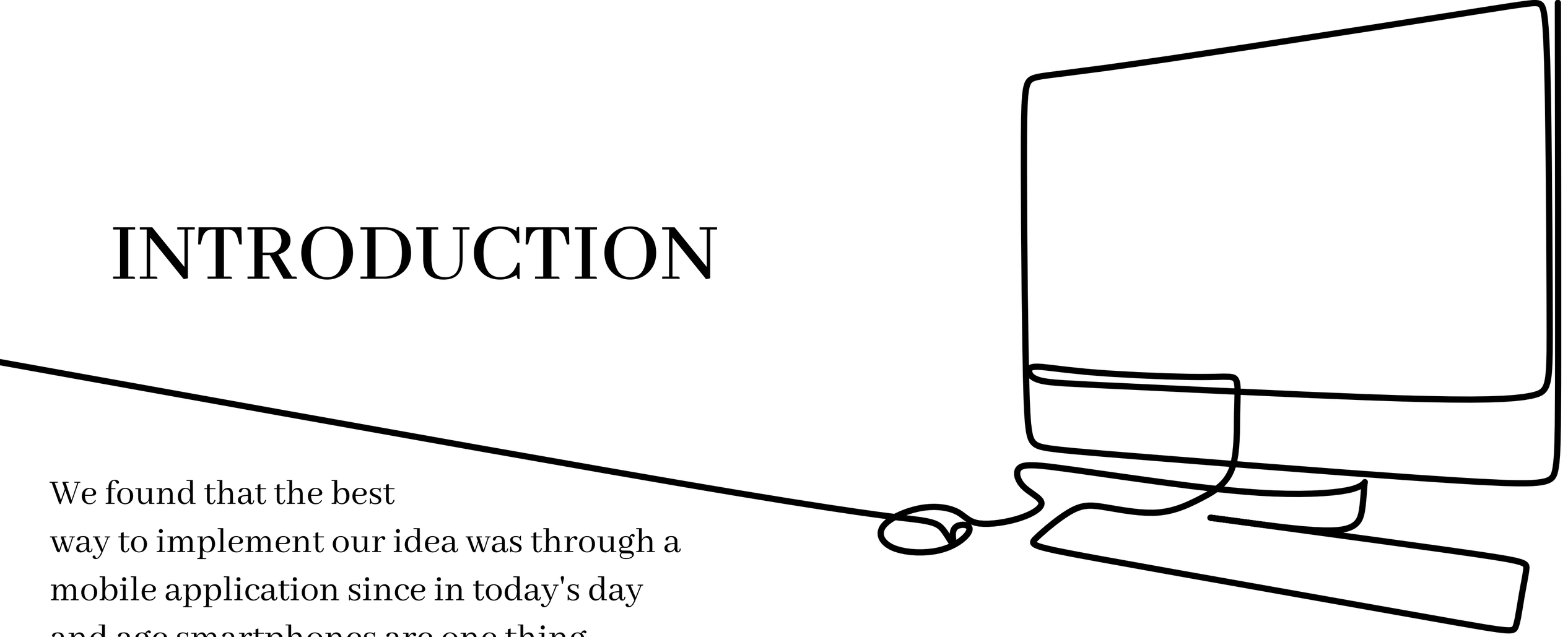
Our objective is to cater to these patients in the best way possible through the technology available at hand. The vision is to create a multifaceted application with the following core features :

-> Brain games

-> Location Tracker

-> Checklist

INTRODUCTION



We found that the best
way to implement our idea was through a
mobile application since in today's day
and age smartphones are one thing
bridging the gap between generations
hence enabling efficient communication
between caretakers and patients of all
ages.

GOOD DESIGN MATTERS

The first step towards converting our idea into reality was figuring out a functional design for our application, since we wanted to cater to both the patients and caretakers, our target age bracket was quite large, and hence we thought thr most suitable implementation would be a simple yet comprehensive login page followed by separate tabs for both parties to help bifurcate features and increase ease of accessibility.

THE REGISTRATION/LOGIN PAGE

The first page of any application is the login page, for fresh users this is switched to a registration page which asks for only the bare essential details of both the patient and caretaker to enable smooth functioning and avoid clutter data. Details include name, address and mobile numbers.

UPON LOGGING IN, THE USER IS PROVIDED WITH AN OPTION TO MAKE A CHOICE AMONG TWO TABS OR FRAGMENTS DEPENDING UPON THEIR ROLE IN THE ECO-SYSTEM

THE CARETAKER FRAGMENT

1. A function to track and update a checklist of things which is provided to the patient to complete.
2. Access the location of the patient.
3. View a monthly progress report of the patient.

THE PATIENT FRAGMENT

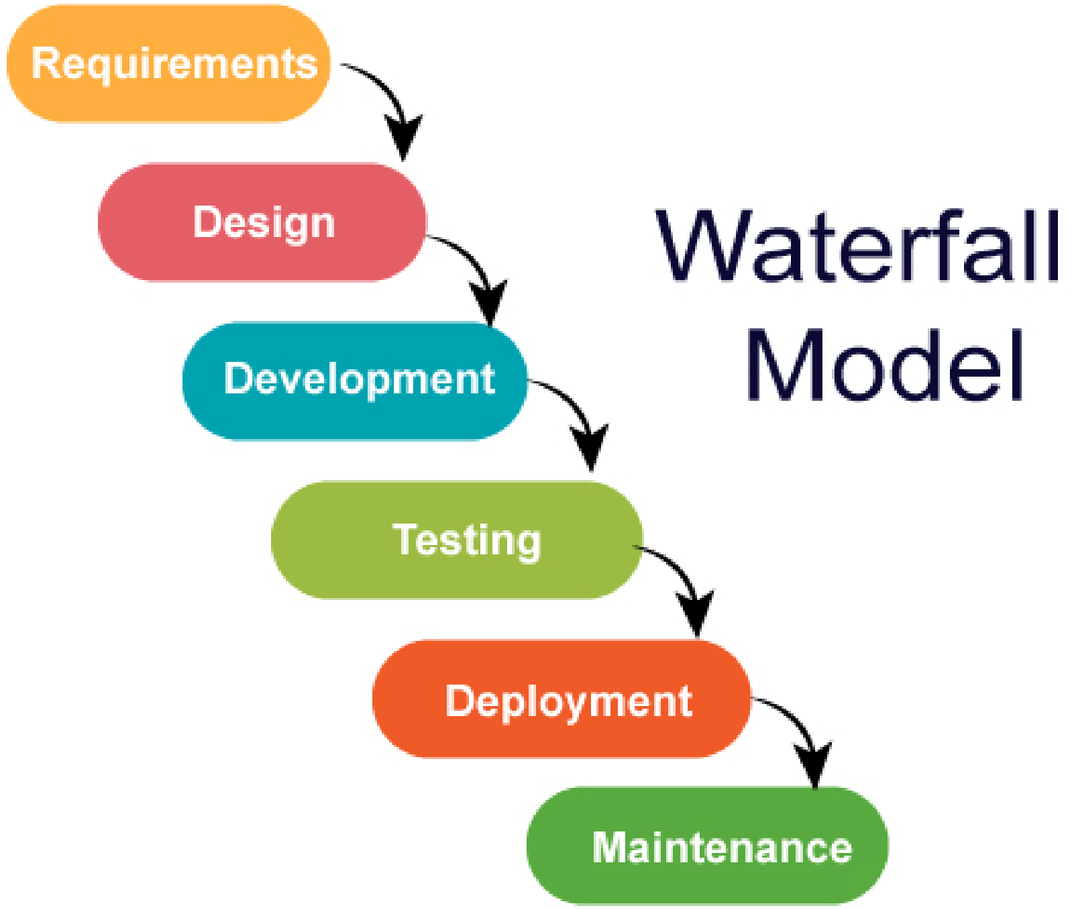
1. A function to view and mark the checklist provided by respective caretaker.
2. Play a variety of games focused on developing cognitive abilities.

SCOPE OF PROJECT

Since it is currently not possible to cure Alzheimer's, our objective is not to solve the problem as a whole but to break it down into simpler sub-problems that can be dealt with through optimal use of the bare essential tools available at hand - on a daily basis.

The world is on a journey to defeat Alzheimer's for decades now and while it is true that a bunch of college students cannot cure one of the most common diseases on earth on their own, we can certainly play our part by making small improvements along the way.

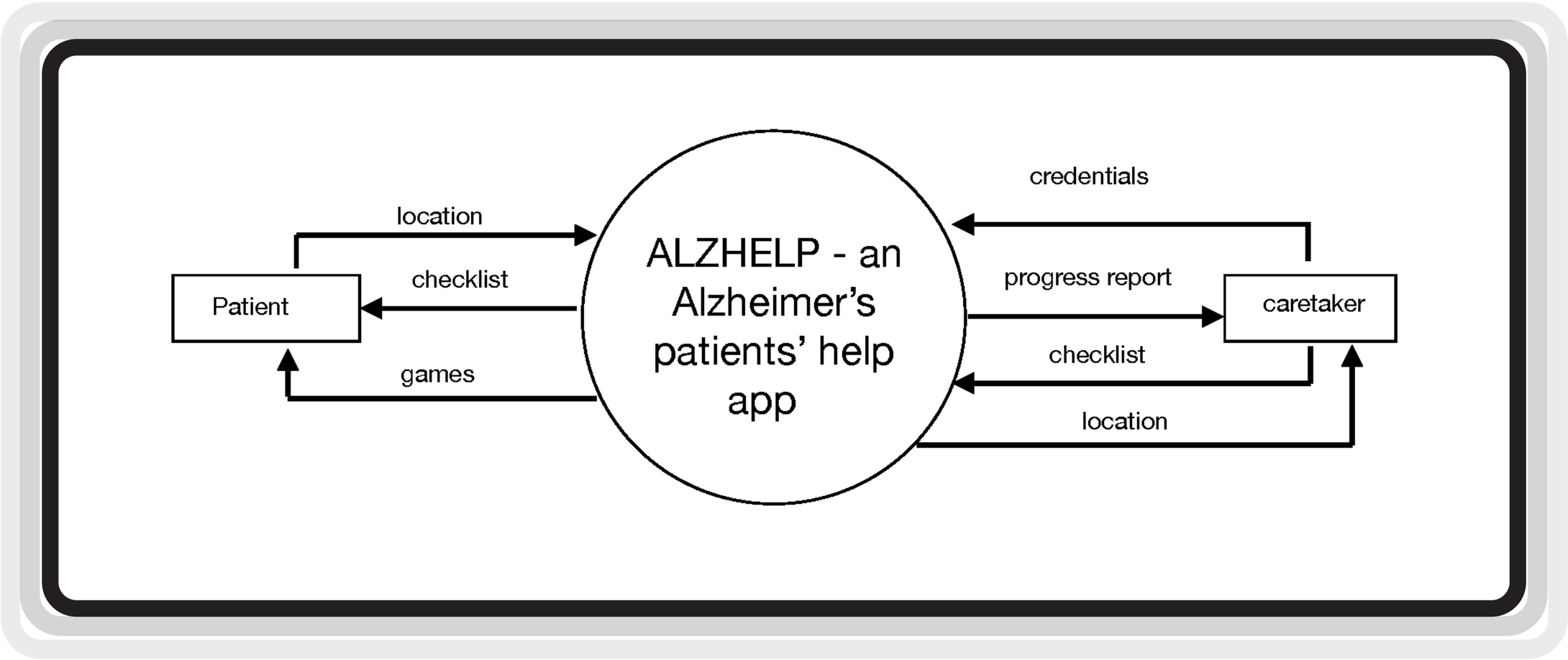
PROCESS MODEL



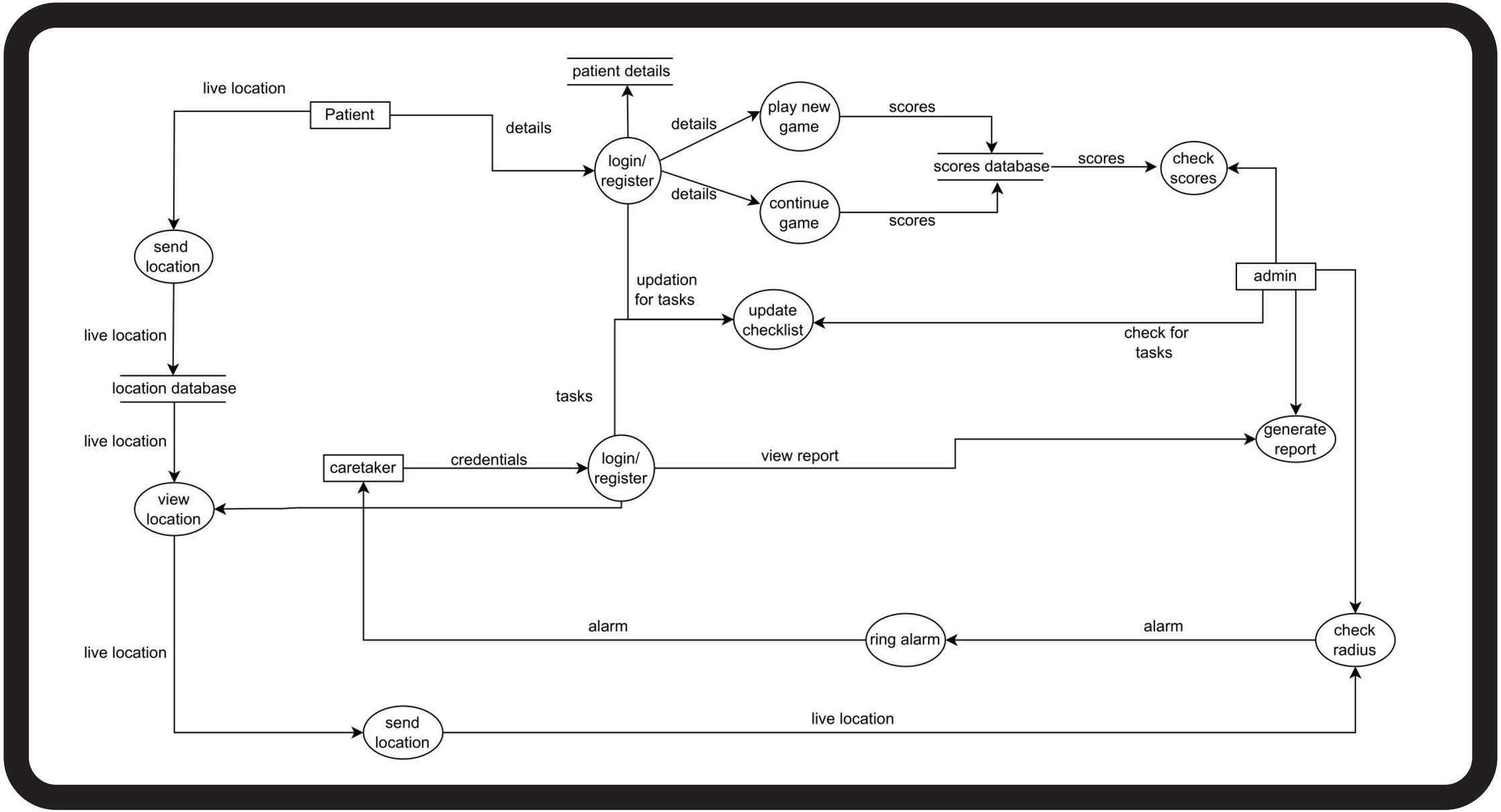
Use Case

ALZHELP
Patient
Share Location
Update task
Play games
Login/ Register
Check Tasks
Trigger alaram
Generate report
Assign tasks
View location
View report
Admin
Caretaker

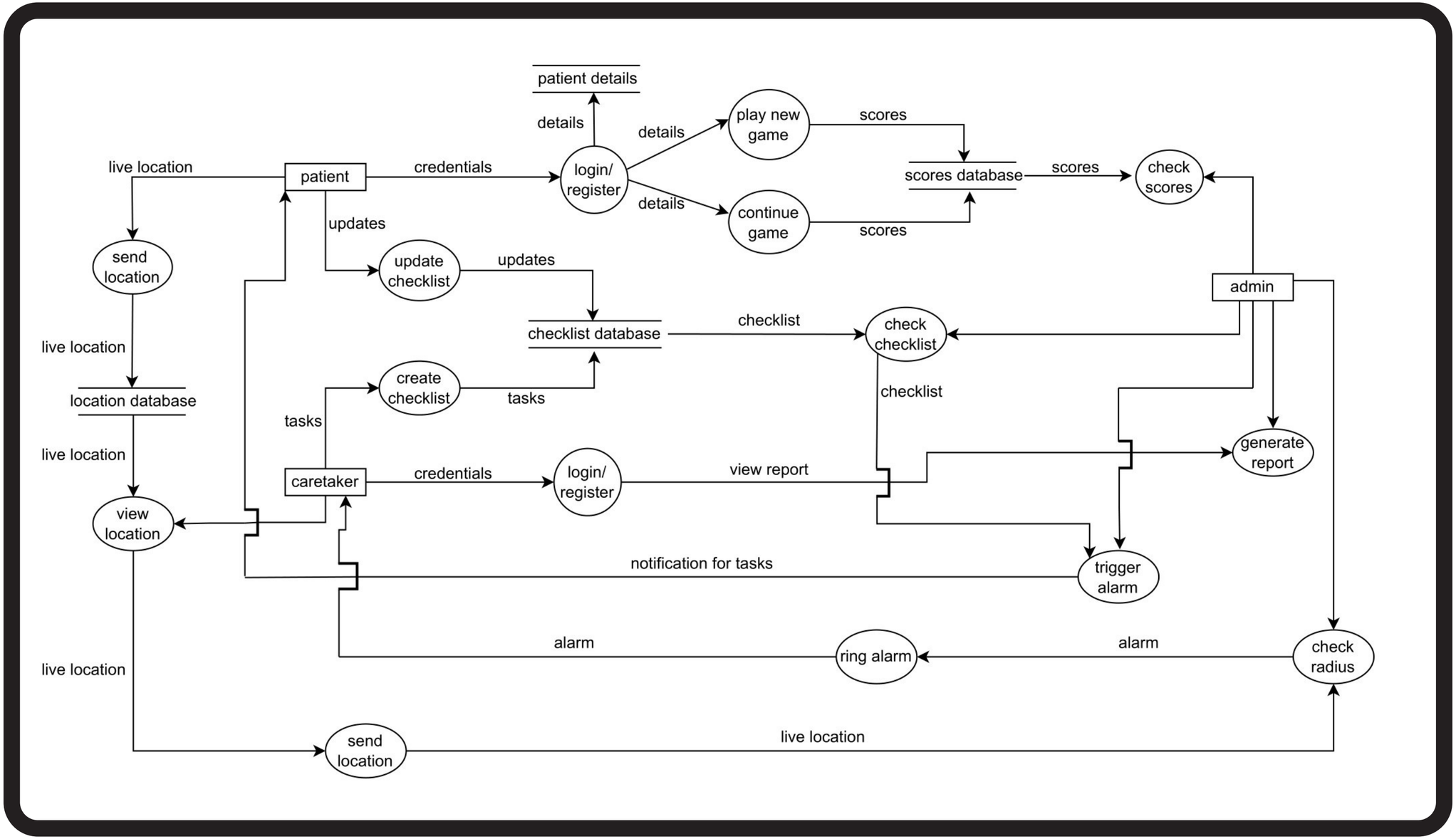
DFD LEVEL 0


location
checklist
games
Patient
ALZHELP - an Alzheimer's patients' help app
credentials
progress report
checklist
location
caretaker

DFD LEVEL 1


patient details
live location
Patient
details
details
play new game
scores
login/ register
scores database
scores
check scores
details
continue game
scores
send location
admin
updation for tasks
update checklist
live location
check for tasks
location database
tasks
generate report
live location
caretaker
credentials
login/ register
view report
view location
alarm
ring alarm
alarm
check radius
live location
send location
live location

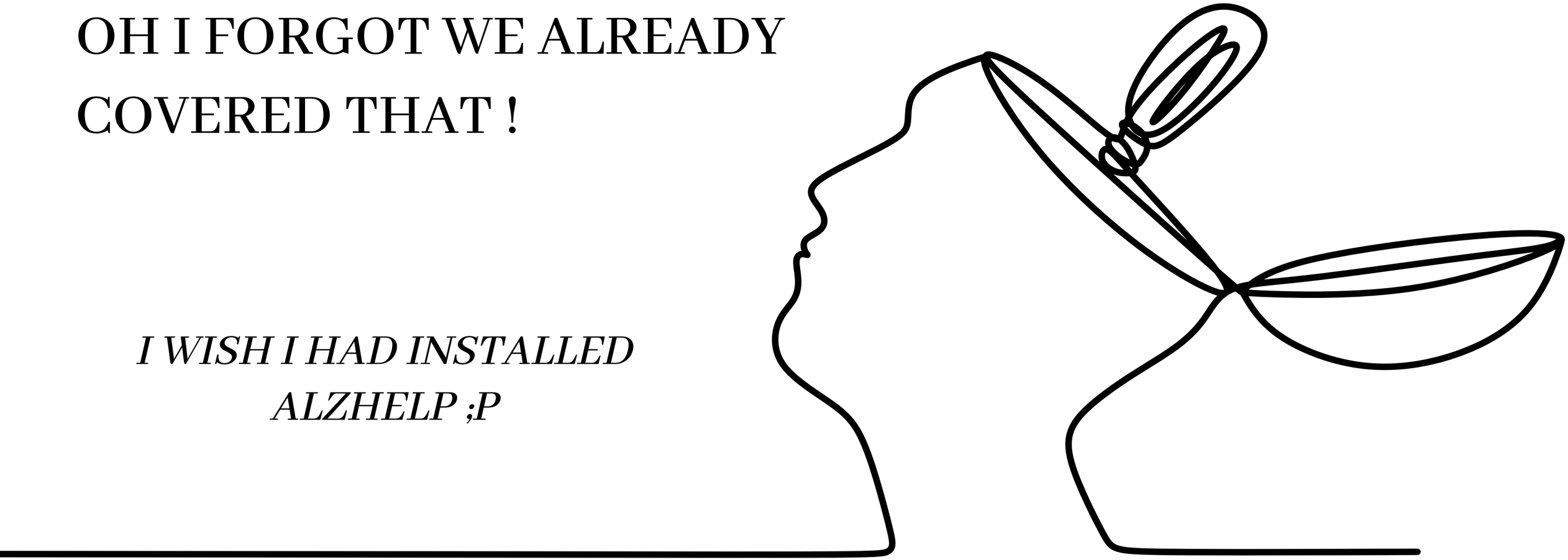
DFD LEVEL 2


patient details
details
details
play new game
scores
live location
patient
credentials
login/ register
scores database
scores
check scores
details
continue game
scores
updates
send location
update checklist
updates
admin
checklist database
checklist
check checklist
live location
location database
create checklist
tasks
checklist
tasks
generate report
live location
caretaker
credentials
login/ register
view report
view location
notification for tasks
trigger alarm
alarm
ring alarm
alarm
check radius
live location
send location
live location

INTRODUCTION

OH I FORGOT WE ALREADY COVERED THAT !

I WISH I HAD INSTALLED ALZHELP ;P



THANK YOU