



**Swami Keshvanand Institute of Technology,
Management & Gramothan, Jaipur**

Title of the Project

2ND INNING (Gaming, Apps, etc. for the elderly)

ABSTRACT

The proposed project is dedicated to creating an engaging and interactive platform tailored to rejuvenate the cognitive abilities of elderly individuals. With the passage of time & age, it's common for reasoning skills, cognitive capabilities, and reactive skills to diminish & deteriorate in Elder people. Recognizing the significance of addressing this challenge for the senior population, our platform offers a collection of friendly and interactive mind games like Sudoku, Wordle, Flip Card, Tic-tac-toe, and more.

Leveraging the power of modern technology, we harness the capabilities of tools and technologies such as HTML, CSS, JavaScript, and React to craft an intuitive and visually appealing frontend. In addition, Node.js is employed to develop a robust backend API service, ensuring seamless connectivity and performance. Our use of Firebase as a Backend-as-a-Service (BaaS) further enhances reliability and efficiency, while MySQL is to be used to manage & manipulate the Databases.

This amalgamation of technology and thoughtful design represents our commitment to delivering an accessible and enjoyable solution to combat the cognitive challenges faced by the senior most class of the society.

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