IntelBoost App

Get Smarter with Tasks

GOKUL KRISHNA RADHAKRISHNAN NAIR
300204264

Project Proposal Summary

IntelBoost App throws a bunch of quiz of images, patterns and puzzles. Aids in memory retention and problem solving capabilities. The app makes the user more conscious of the task at hand and reduce stress.

Background Research

MARKET NEED

Demand for various Brain Training Apps in the market encourages us to produce an application useful.

Lumosity App which allows user to train exercise memory, speed, attention, flexibility, and problem-solving inspires us to incorporate similar features to make daily goals and remainder to challenge in set time intervals.

TARGET CUSTOMER

Senior People and Teenager benefit from playing Brain games. Teen population finds the games interesting and stimulate Brain cells for proper growth and functioning. Seniors find the game as an aid for cognitive functioning and memory retention

Importance of Games for Senior People

GAMES CAN REDUCE THE DECLINE OF YOUR COGNITIVE ABILITIES AND MAINTAIN YOUR MEMORY FUNCTIONS.

Cognition begins to slow down, as we get older, resulting in some behavioral changes and reduced brain functions. These could include attention loss, decreased understanding, difficulty with tasks, reduced thinking capabilities, and memory loss. Apps provide moderate effect on improving memory and other types of thinking in older adults with age-related cognitive decline or those with mild cognitive impairment.

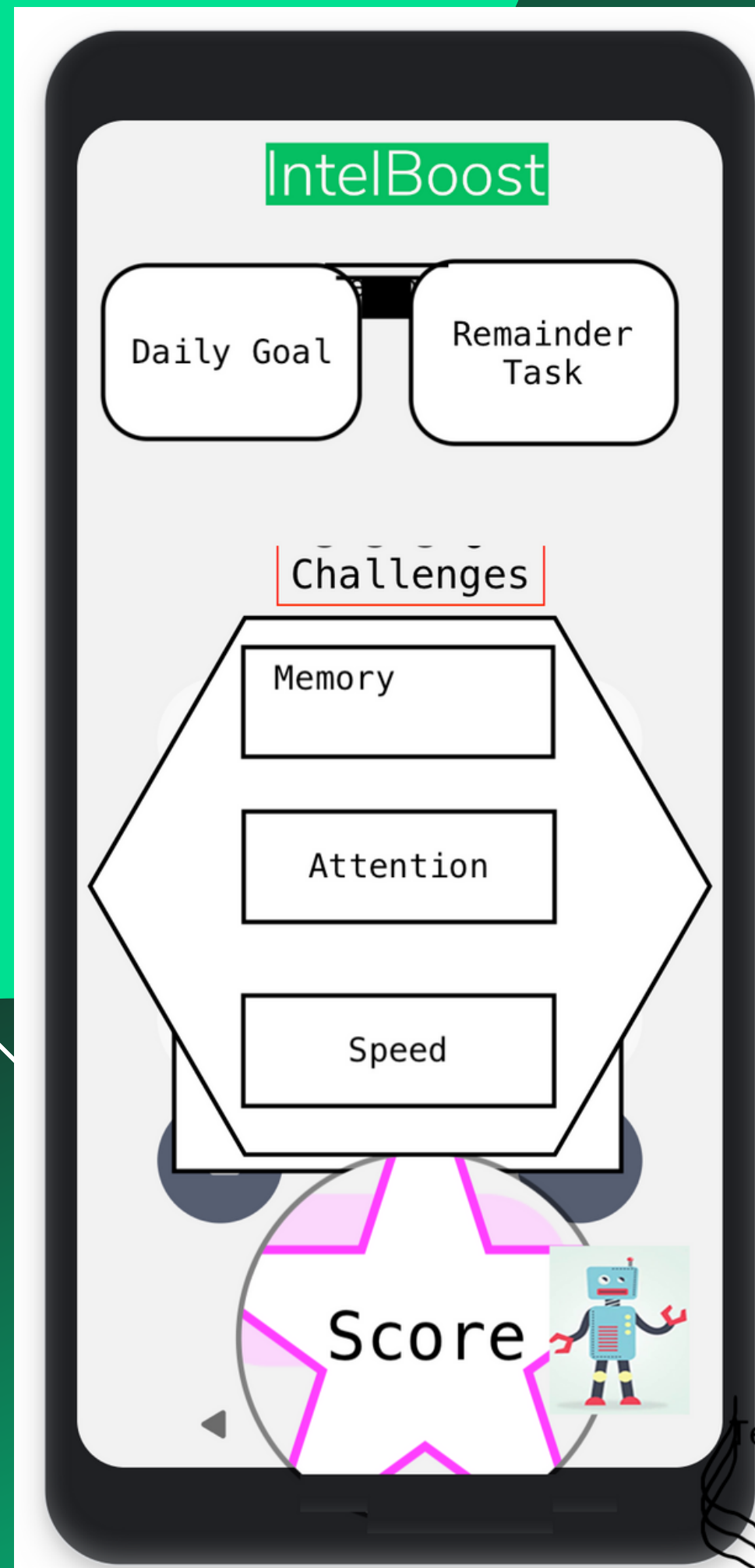# Prototyping Sketches

HOME SCREEN

Home Screen of the App shows the Tasks for the user to complete along with option to set goals and get remainders.

GAME SCREENS AND FUNCTIONALITY

Game Screens consists of three tasks : Memory, Attention and Speed. Each Task focus on quizes that increases user's ability on particular domain.
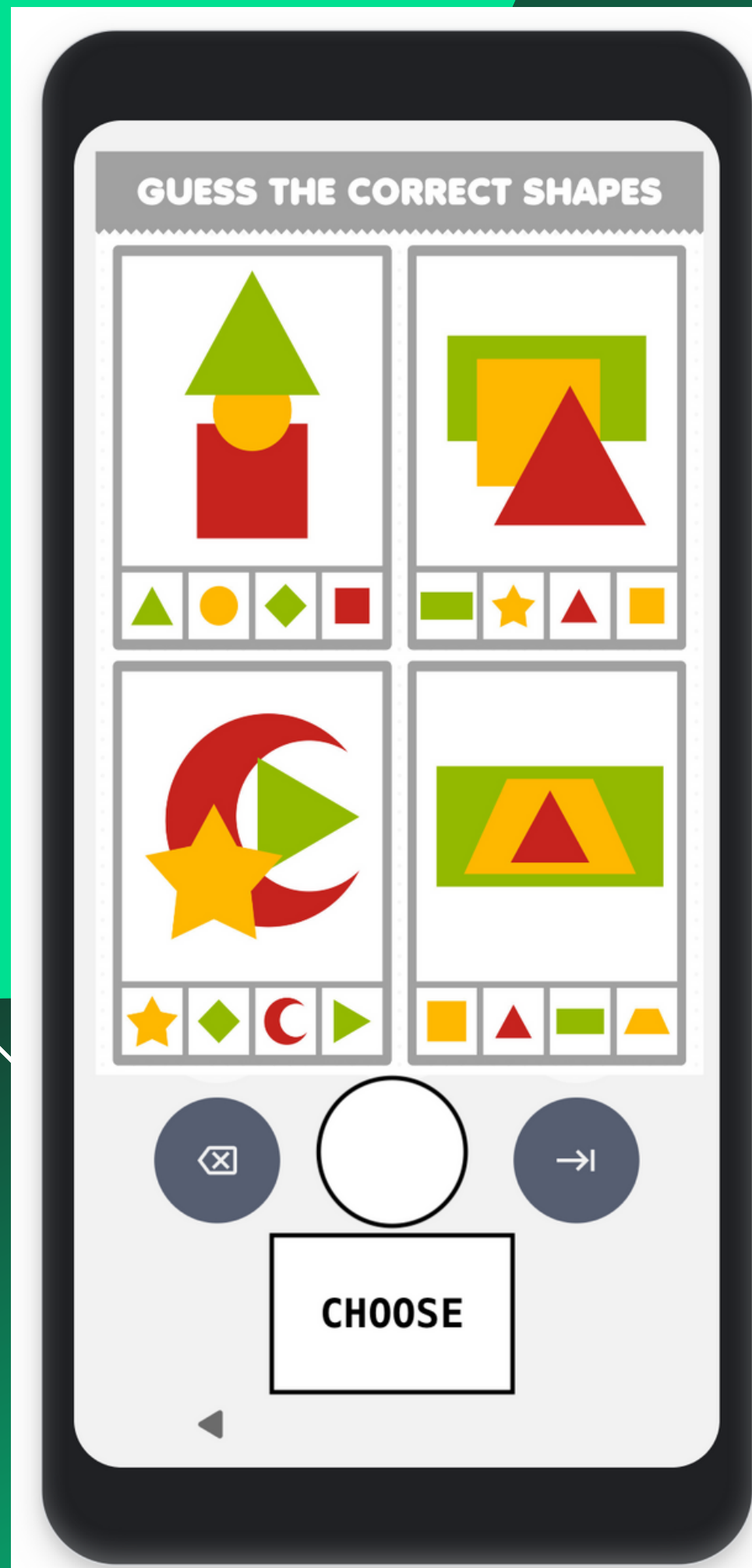
Wireframe

HOME SCREEN

Home Screen features Challenges of the user choice. Memory, Attention and Speed Buttons navigate the game to tasks which measures the player's ability. Daily Goals are set tasks to take for calendar days and remainder tasks shows the tasks need to complete. IntelBot, our game Bot to choose random tasks for the session. Check for total scores by clicking on Scores Button.
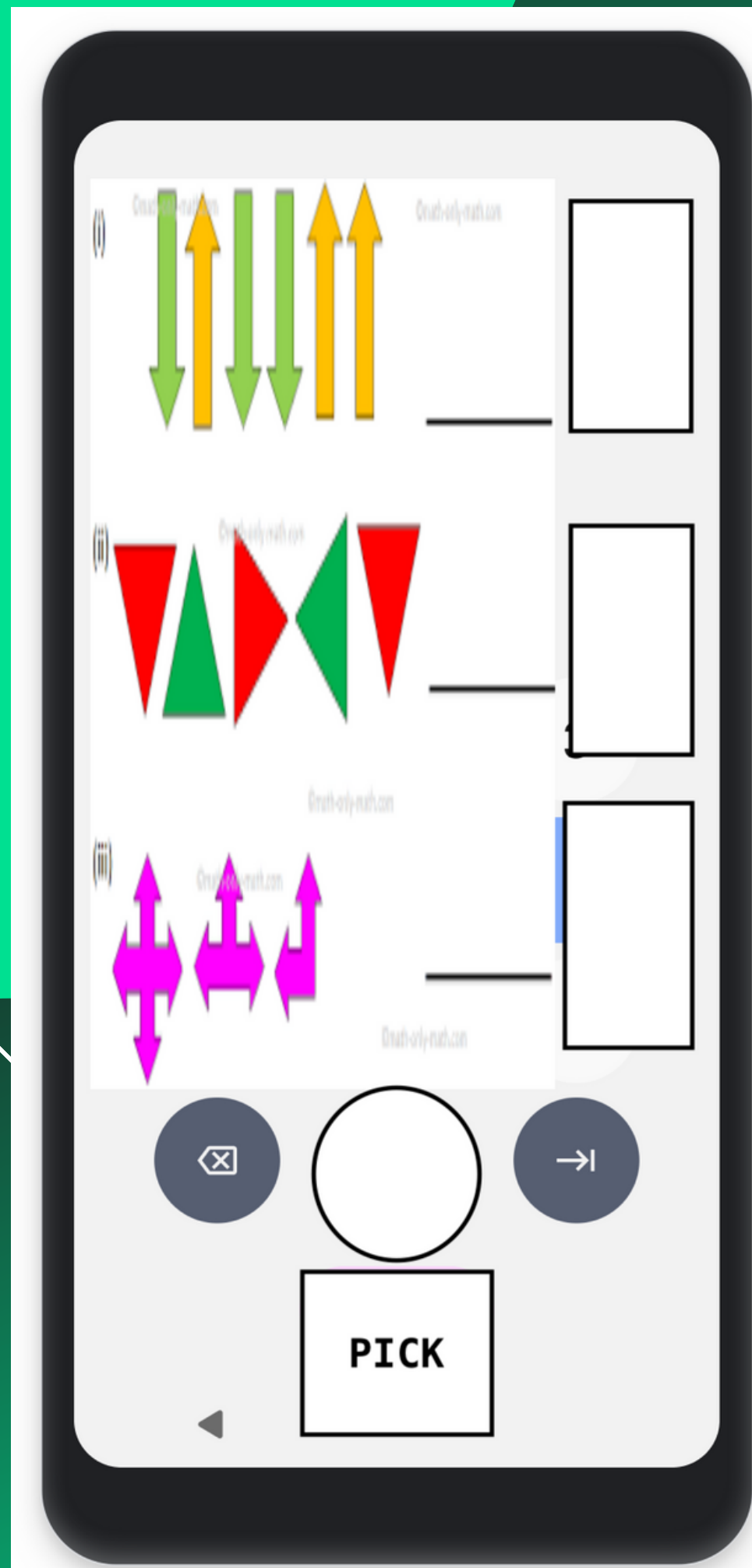
Wireframe
GAME SCREEN -MEMORY

Memory Tasks consists of quizes to select appropriate figures by matching with previous shown figure. Choose Button allows the player to select the option.
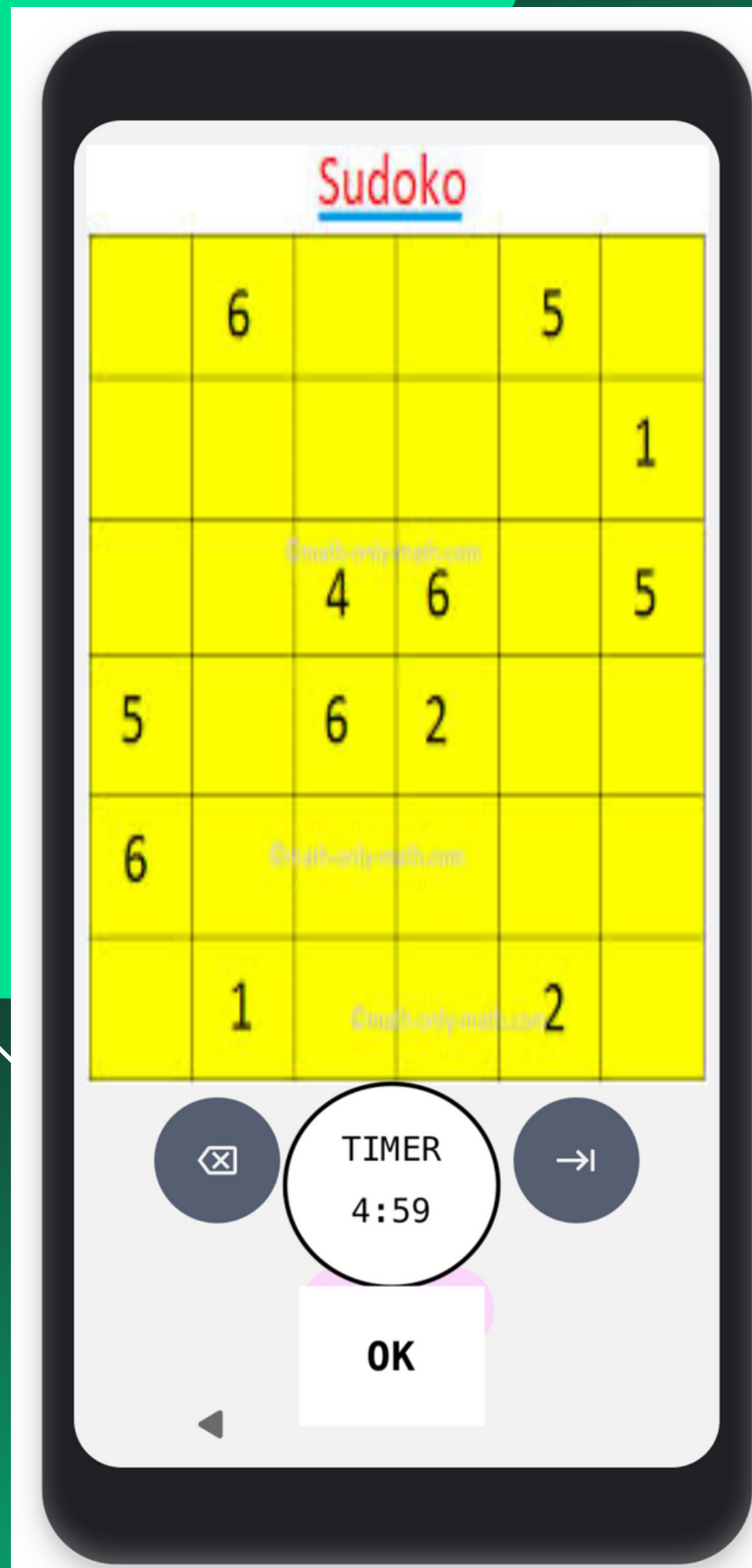
Wireframe
GAME SCREEN -ATTENTION

Attention Task consists of quizes for selecting pattern figures that follows the sequence. Pick Button allows the player to select the correct option from given Boxes. Arrow Button shows the next quiz for the user.

Wireframe
GAME SCREEN -SPEED

Speed Task checks the user's ability to complete the puzzles on time. Timer runs as the player focusses on solving the puzzle and closes the task on reaching the limit. OK Button allows the user to submit the task.

Similar Apps

BRAIN BOOST

https://play.google.com/store/apps/details?id=com.gameaddict.brainboost.mindgames&hl=en_US

LUMOSITY

https://play.google.com/store/apps/details?id=com.lumoslabs.lumosity&hl=en_CA&gl=US

PEAK – BRAIN GAMES & TRAINING

https://play.google.com/store/apps/details?id=com.brainbow.peak.app&hl=en_CA&gl=US

References

LUMOSITY. (2023).
https://www.lumosity.com/en/

FAIRVIEWADC. (2023). BENEFITS OF GAMES
https://fairviewadc.com/tbi/benefits-of-games-for-the-memory-in-older-adults/

GOOGLE PLAY. (2023).TOP GROSSING
https://play.google.com/store/apps/collection/topgrossing?clp=ChMKEQoLdG9wZ3

PCMAG. (2023). TOP 10 GAMES
https://www.pcmag.com/news/10-mobile-games-to-keep-your-mind-sharp