

# Alzheimer's Awareness Crypto Game

**Group 14: Tom Roller, Michael Jedziniak, Blaine Edwards, Ilyas Khaja**

## **Project Overview and Mission**

Alzheimer's Awareness Crypto Game will be a video game application that brings awareness to Alzheimer's disease and Dementia. In association with the Non-Profit Alzheimer's Association, this application will help generate recognition and funds to support their cause and achieve their goals.

The Alzheimer's Association was founded by Jerome H. Stone and several other family members in Chicago, Illinois on April 10, 1980. Their mission is to lead the way to end Alzheimer's and Dementia, which has no known cure. They are achieving this by forwarding global research, risk reduction, early detection, and providing quality care and support. With our application, it will be able to bring more awareness to the disease and the Alzheimer's Association, helping them achieve their mission.

## **Product Use Cases**

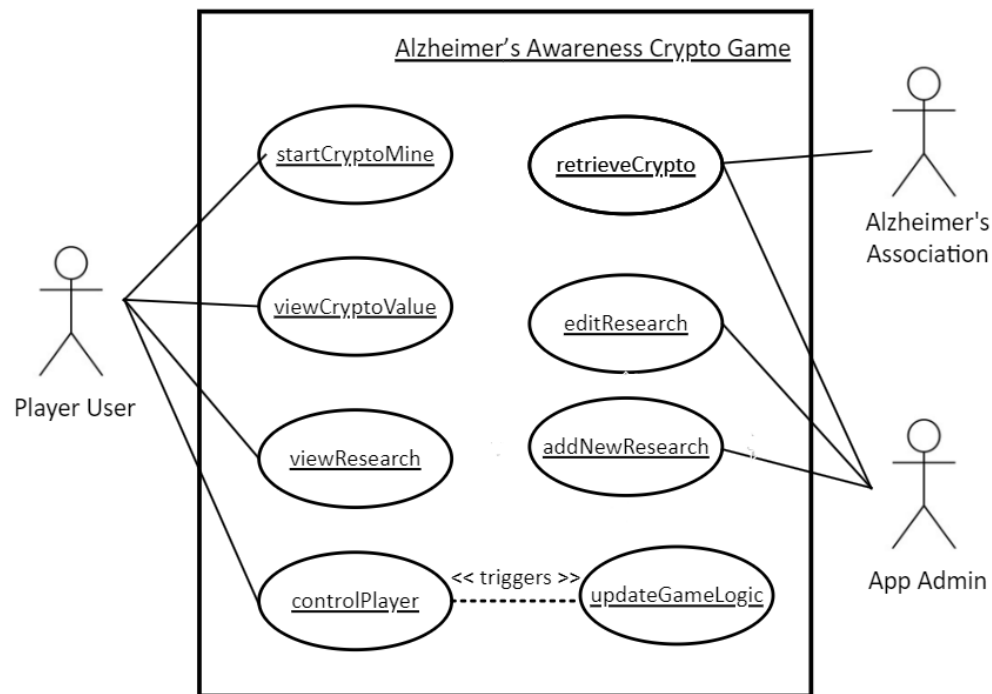
There will be a minimum of 8 different Use Cases for the Alzheimer's Awareness Crypto Game. These include controlling the Player, updating the Game Logic, viewing research, editing research, adding new research, starting the Cryptocurrency Mining, viewing the Cryptocurrency value, and retrieving the Cryptocurrency.

There will be three different actors interacting with the application system. These are the Player User, Alzheimer's Association, and App Admin. The Player User will be the main user that interacts with all 3 main functions of this application. The Alzheimer's Association will also be able to access the Cryptocurrency to be directed to fund their missions. The App Admin will be part of the development team and will have admin privileges to the system and will be able to access the backend that retrieves the research articles and the cryptocurrency.

## **General Use Cases Descriptions**

Refer to Figure 1 of the Use Case Diagram to see the naming convention of each Use Case. The controlPlayer case is to host the inputs associated with the game section of the game. The updateGameLogic case is triggered by the controlPlayer case, where it updates the game logic/environment to reflect the user's choices. The viewResearch case is to host all different research articles and information on Alzheimer's that is held in the system's database. The startCryptoMine case is to inform the user about Crypto Mining and to start mining on their personal computer. The viewCryptoMine case is to visually show how much crypto was mined on their computer and was donated to the Organization. The retrieveCrypto case is to direct all crypto that was generated by the User's computer to a ledge for the Alzheimer's Association. The editResearch case is to allow the Admin to delete or edit existing research articles that are currently on the system's database. The addNewResearch case is to allow the Admin to add new research articles into the app's database for the User to see in the viewResearch.

**Figure 3 - Use Case Diagram of Alzheimer's Awareness Crypto Game**



## **General Requirements**

There will be a minimum of 3 main Functional Requirements which will showcase what the system will go through depending if the Player User is in the Game Environment, Research Mode, or Cryptocurrency Mode. For the Game Environment Requirement, the system will be updating the Game environment to respond to how the Player User is interacting with the game system. For the Research Mode Requirement, the system will be retrieving the various articles the Player User, as well as, editing and adding new ones that the App Admin wants into the database. For the Cryptocurrency Mode Requirement, the system will educate the Player User of the purpose of the Cryptocurrency Miner and then initiate the actual mining when the Player User accepts.

For all the various other Non-Functional Requirements, the general goal of all of these Requirements is to ensure that the system is performing and is helping the Player User at all times. Since our goal of this project is to educate and advocate for the research from the Alzheimer's Association, these Requirements are to ensure that that mission of ours as well as the Alzheimer's Association is met with no issues and no restrictions. Our application is to be helpful and enjoyable to the various users of the product, and these Non-Functional Requirements will ensure the users are enjoying their time and understanding the seriousness of Alzheimer's disease and other forms of Dementia.