Design Review 2

Project sponsor: Barbara Jenkins **Team mentor:** Ana Paula C. Steinmacher



Vincent Messenger Project Lead **Anderson Moyers** Andy Salazar Nathan Franklin



Problem Statement

Alzheimer's Disease

Neurodegenerative disease, years to progress, cognitive decline finally results in organ failure

30 million deaths worldwide / year

\$259 billion American healthcare, \$1 trillion 2050

Mental/social stimulation may prevent onset of AD

Existing platforms don't offer social components



Problem Statement

WordScuffle...

Multiplayer word game created by Barbara Jenkins

Supports cognitive and social brain flexing

13-Letter tile set generated for each round

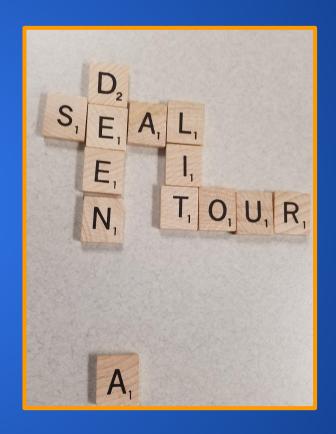
Players have three minutes to form word combos

Scores/results manually kept and compared

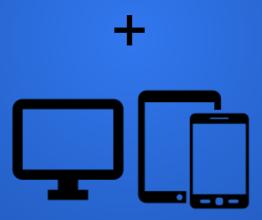
Manual scoring: error prone

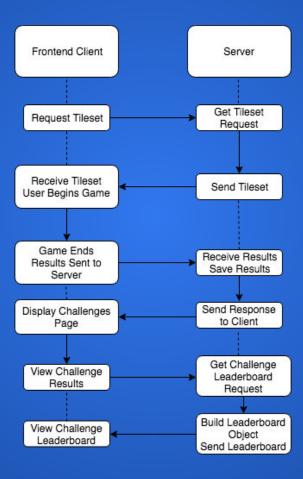
Word validation

Rule enforcement: seeing answers and time limits



WordScuffle...









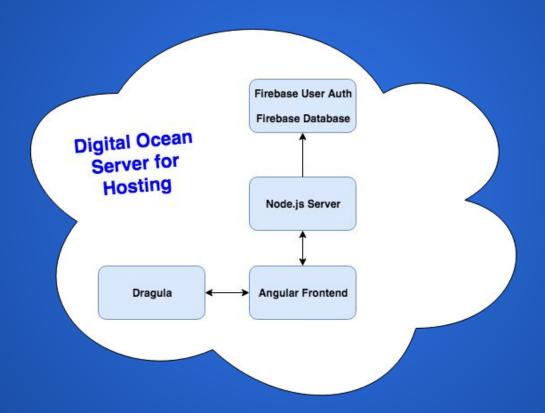




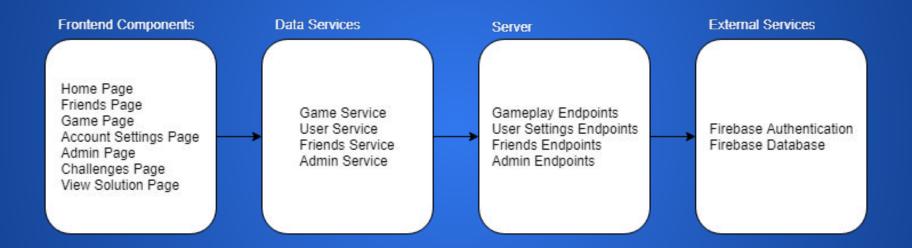
Implementation Overview

- Implement WordScuffle Gameplay
- Instantaneous word grid validation
- Provide daily challenges for Users
- Allow users to add friends
- Provide challenge leaderboard based on Friend's list.

Implementation Overview



Architecture Overview



Challenges & Resolutions

CHALLENGES

RESOLUTIONS

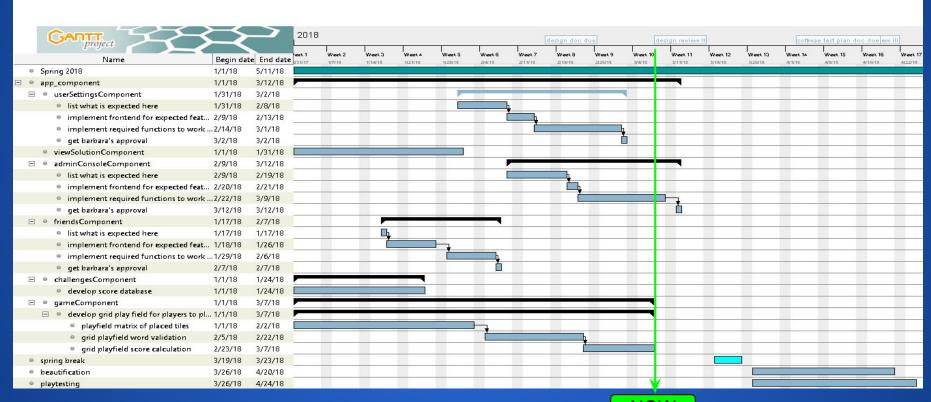


 Loaded tournament word list into server side hash table.



Manually solved issue with Dragula and game grid.

Schedule



Conclusion

WordScuffle...

provides cognitive and social brain-flexing prevents onset of Alzheimer's Disease.



Realizing WordScuffle

As a web application

Resolving workflow problems

Addressing social components of AD





WordScuffle...

Project sponsor: Barbara Jenkins

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Thank you!

WordScuffle.dev@gmail.com



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