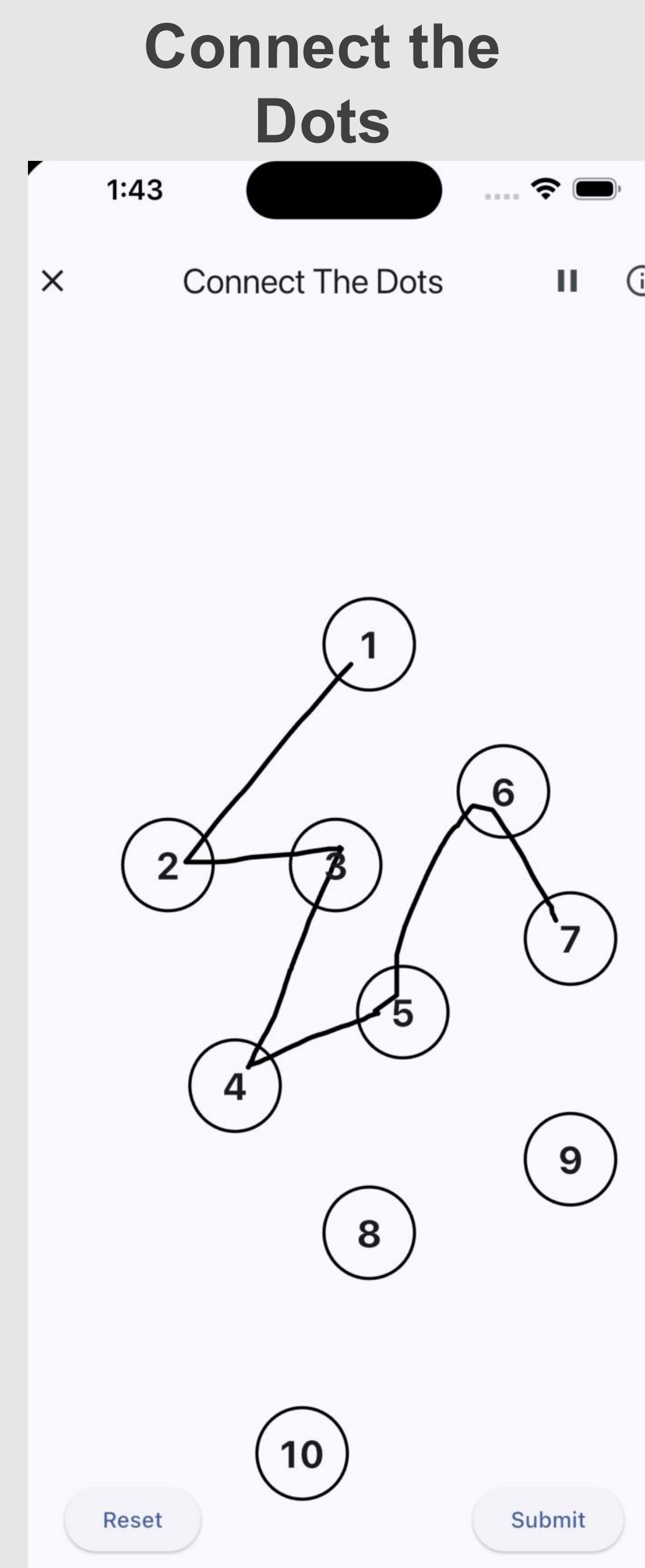
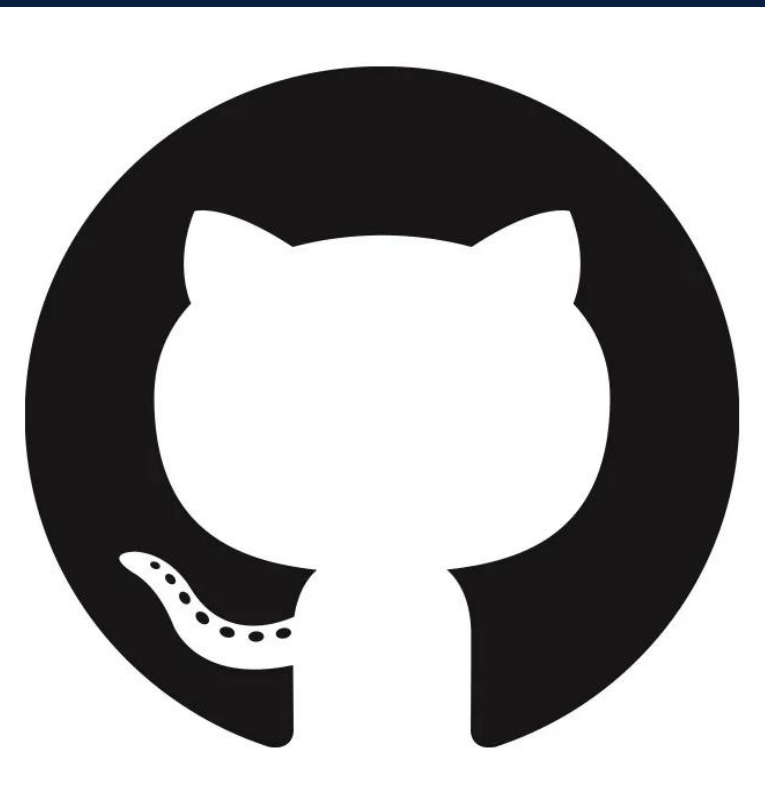
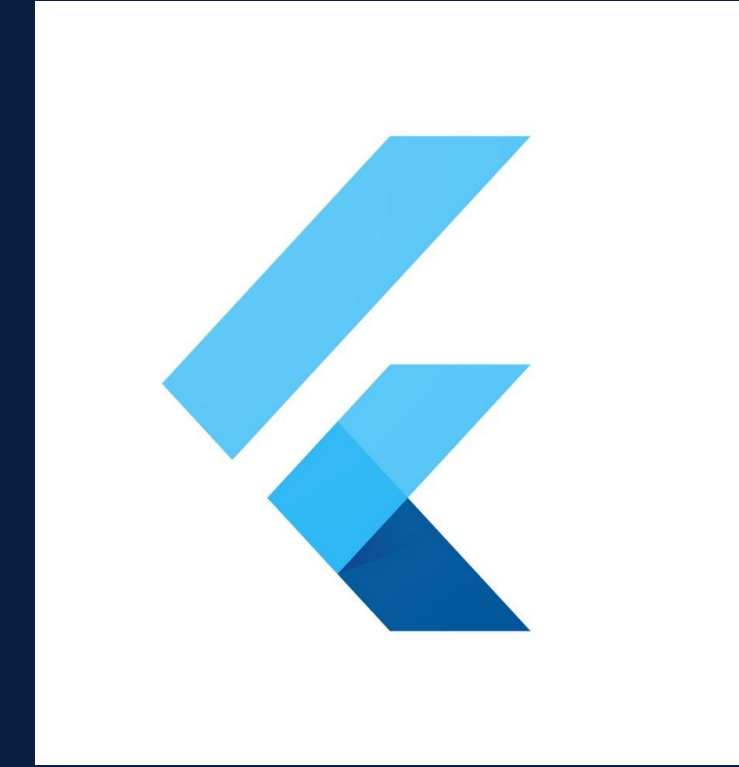


Games

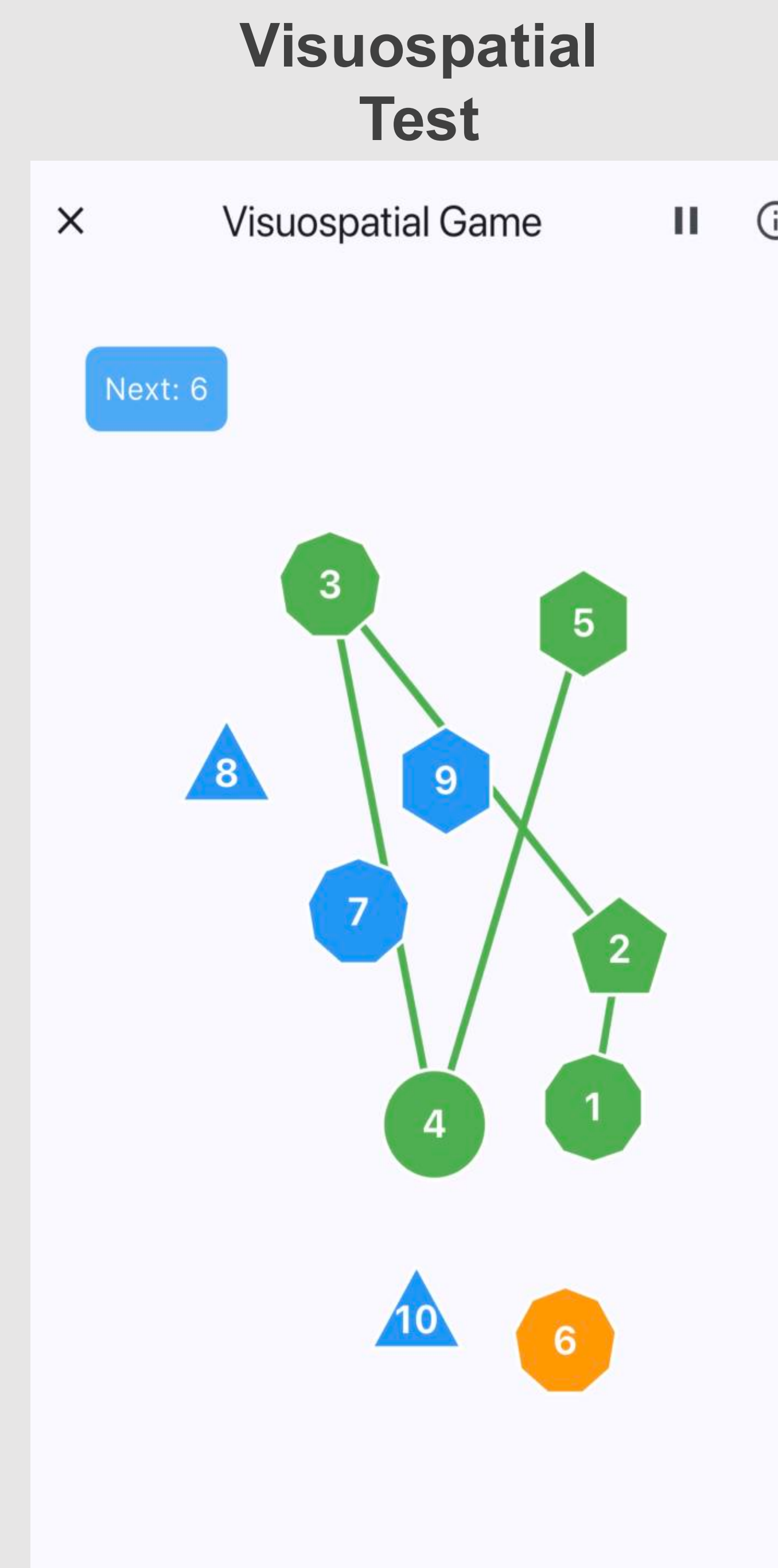
Students: Austin Uwate, Sam Farajzadeh, Carlos Sanchez, Dorreen Vahidiazar

Instructor/Faculty: Professor Seyedmasoud Sadjadi, Florida International University



Description

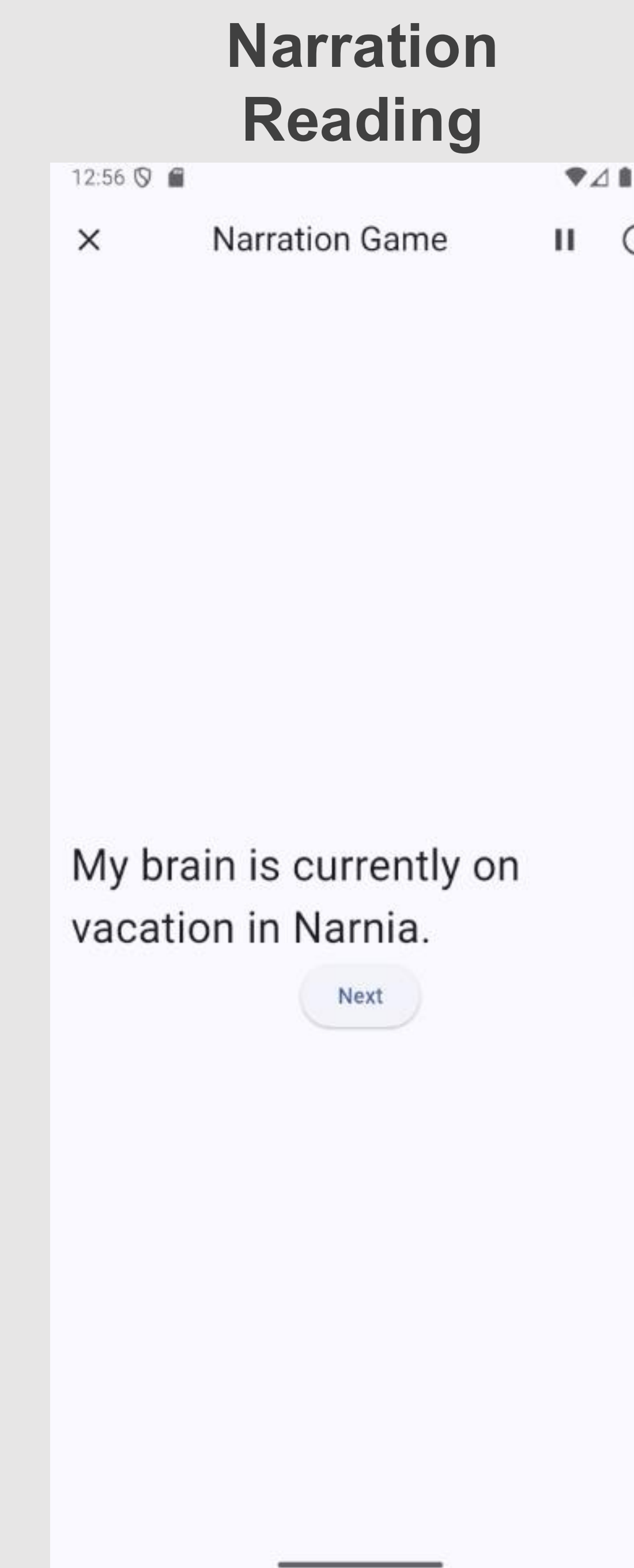
Connect the Dots is an interactive puzzle game built that challenges players to connect a series of dots in the correct sequence to complete the game. Designed with responsive touch interface using Flutter's GestureDetector, the game provides an engaging way to test spatial reasoning and memory. Players tap and drag to draw lines between points, with feedback and progression tied to accuracy and speed.



Visuospatial Test

Description

The **Visuospatial test** evaluates a user's spatial awareness, sequencing ability, and cognitive planning by prompting them to connect numbered shapes in sequential order from 1 to 10. It collects data on the accuracy of the sequence followed, the total time taken to complete the task, and the screen coordinates of each interaction. Which help assess a user's visuospatial processing and motor coordination.



Narration Reading

Description

This test is a similar concept to the Grandfather passage test. This test is a measure of a user's ability to focus, and transition between many small ideas within a period of time. Its built to collect audio recording from the user, the set of sentences they read on a given test, and the accelerometer data.