

School of Computing & Information Sciences

Spring 2023 Senior Design Project

Auditory Training App

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PROBLEM

The Auditory Training App aims to develop a user-friendly and engaging application to support patients with hearing loss, who have undergone cochlear implant surgery. Through interactive games, users can practice language recognition skills, while also connecting with other users to build an online support network. This application is designed to be accessible on both mobile devices and desktop computers, providing an engaging platform for patients on their rehabilitation journey.

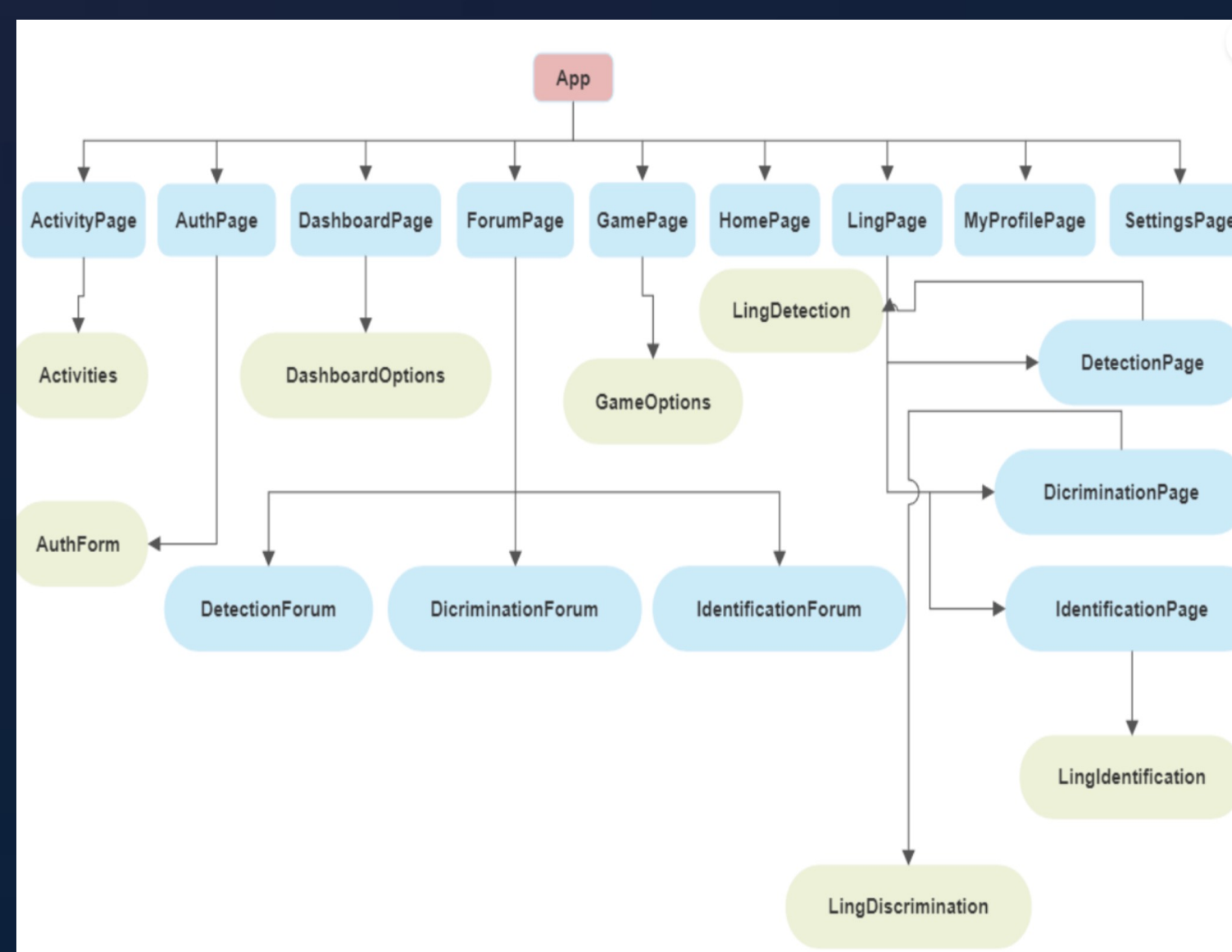
CURRENT SYSTEM

This semester focused on enhancing already existing features like the forum and settings pages, as well as implementing new ones like the reports page. Additionally, improvements were made to optimize the app's adaptability, scalability and responsiveness across different platforms, allowing it to dynamically adjust its size for an enhanced user experience.

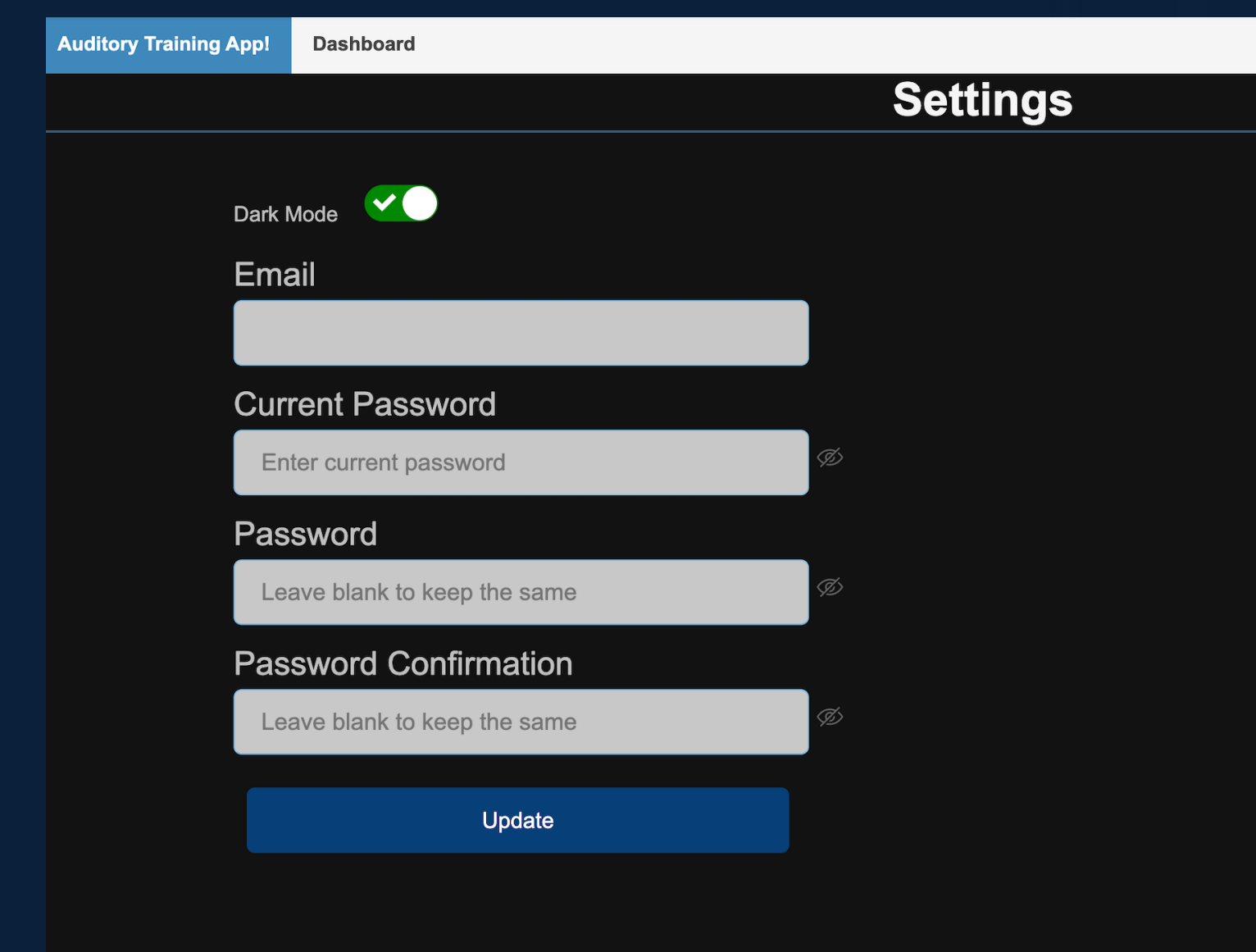
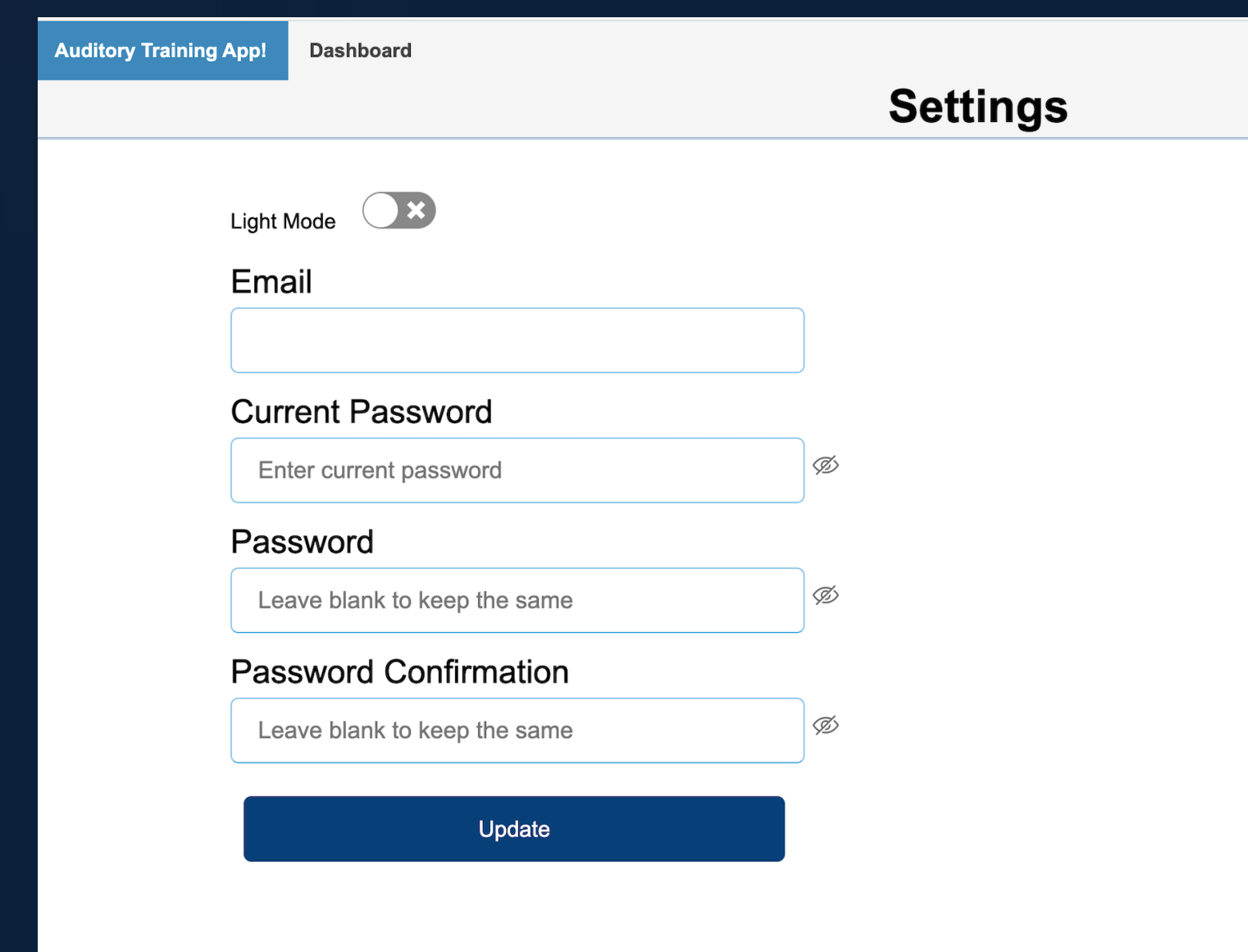
REQUIREMENTS

- Allow users to select light or dark color theme.
- Display user's scores in reports page.
- Allow users to write posts in forums page.
- Enhance UI/UX.

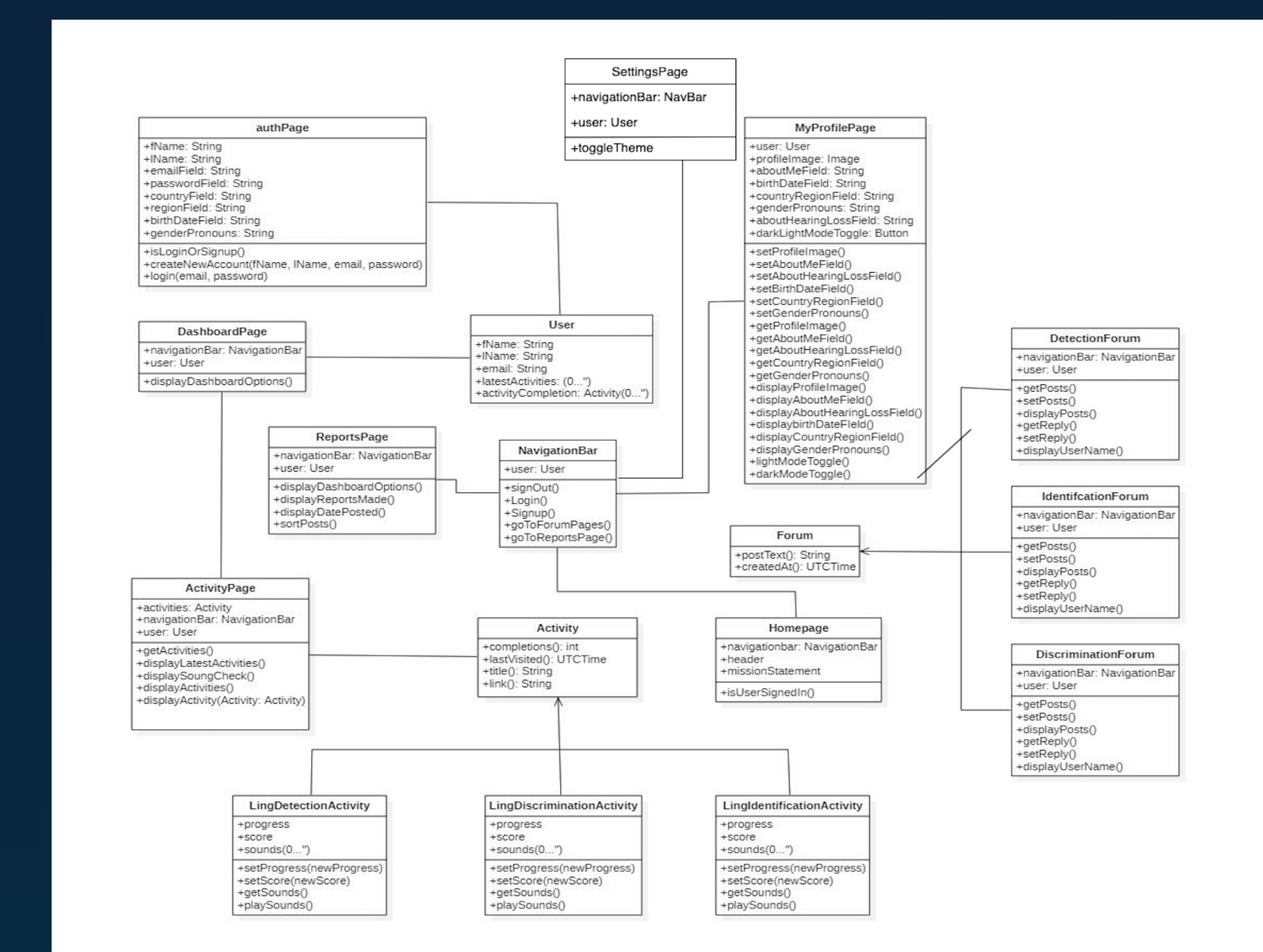
SYSTEM DESIGN



REFERENCES



OBJECT DESIGN



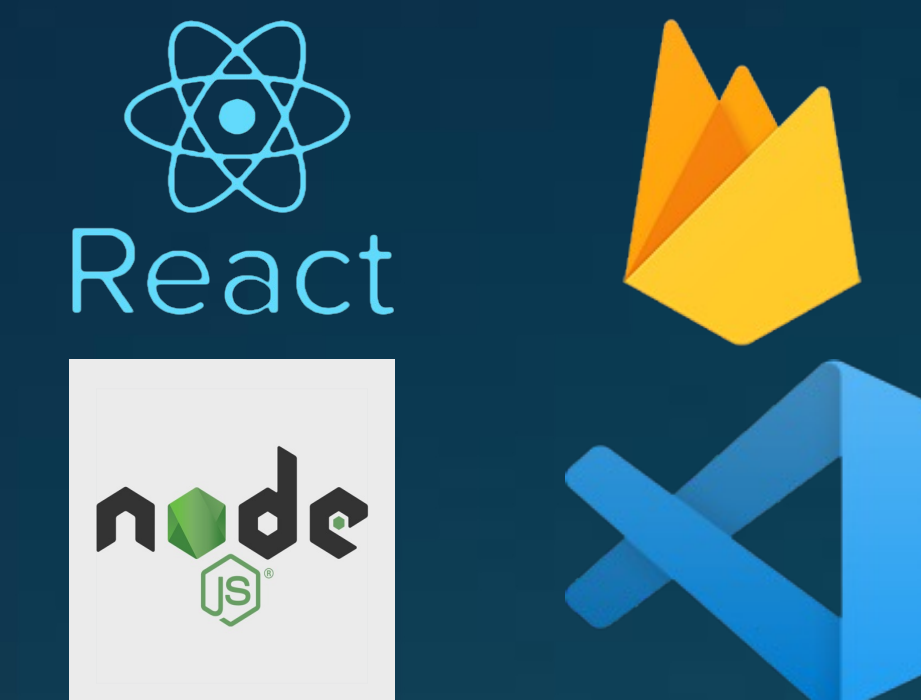
VERIFICATION

The application was tested by team members during each Sprint. Each feature followed a thorough testing process to verify its performance and functionality. The code will be merged to GitHub once approved.

SUMMARY

During the semester, efforts were dedicated to enhancing various features of the app. For instance, the settings section was improved by adding themes and implementing code to enable updates for email and password. Similarly, the forums were refined to provide a smoother user experience. In addition, a reports page was created to display score's history. Modifications were also made to ensure that the app's user interface was responsive across different platforms.

IMPLEMENTATION



ACKNOWLEDGEMENT

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