



PROJECT PROPOSAL

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Mockups

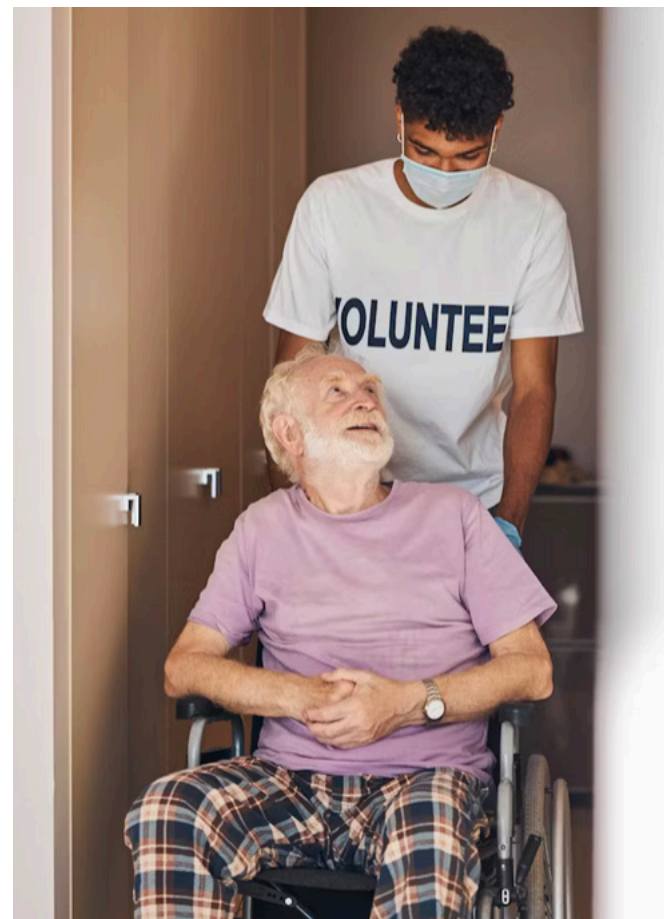
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Problem Analysis

In Canada alone, over 771,939 elderly are living with dementia or Alzheimer's. On the other side of the coin, care partners of dementia patients work 26 hours/week, compared to the 17 hours/week of seniors with other health issues. And with the statistics saying that every year, family and friends provide more than 580 million hours of care to people living with dementia, an assistant that could help soften the load on the caregivers would be impactful. This highlights the need for a solution that could assist our caregivers and dementia patients.



Product Overview

Familiar is a web-based platform created to support caregivers and families of individuals living with dementia, as well as the people suffering with dementia themselves. Designed with simplicity and empathy in mind, the platform helps manage daily routines, schedule personalized reminders. With an accessible patient interface and a built-in cognitive game, Familiar encourages meaningful connections and supports cognitive engagement in a calm, intuitive platform environment.



Main Features | For CareGiver



1

Patient Dashboard

The Patient Dashboard would help caregivers (family, care homes, clinics) manage and monitor their patients' data. Especially helpful for clinics and care homes that manage multiple patients.

Schedule Manager

This function will allow the caregiver to set reminders for the patient, including but not limited to; doctor's appointments, taking medications, and exercises both cognitive and physical. This is synced to the reminder function of the patient interface.



2



3

Relations Library

This feature lets the caregiver manage the pictures that will show up in the patient's interface and will appear in functions such as the Reminder function and Game feature.

Patient Dairy Access

View personal diary entries written by patients to understand their emotional state and daily reflections.



4

Main Features | For Patient

1

Schedule Function

Patients can receive reminders for medication, meals, and appointments either ones they set themselves or those added by a trusted caregiver. This is synced with the caregiver's reminder manager.

2

Cognitive Game

Simple memory game such as face-name matching would help recall and stimulate cognitive function in a calm, engaging way. This game uses familiar content like family photos through the Relations Library.

3

Relations Library




Patients can browse a library of all their loved ones, each one having their own gallery of photos. This reinforces memory through recognition and emotional connection.

4

Patient Dairy

Patients can write or record short diary entries about how they're feeling each day. These entries are shared with caregivers to provide insight into mood, memory, and emotional well-being.

Competitive Analysis

	 familiar	 lumosity	 mindmate
Schedule Function	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Relations Library	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cognitive Game	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Patient Dairy	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Caregiver Monitoring Account	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Our Competitors

lumosity

Lumosity is a brain training app that primarily focuses on cognitive games designed to improve memory, attention, and problem-solving skills. It uses daily challenges and performance tracking to engage users but lacks features that address caregiving or personal health monitoring needs.

What Lumosity Does Well

Scientifically Backed Games:

Lumosity's cognitive training is based on neuroscience research and offers a wide variety of games tailored to different aspects of brain function (memory, attention, flexibility, etc.).

Progress Tracking:

Users receive detailed performance analytics over time, making it a strong tool for tracking cognitive growth.

Gamification & Engagement:

The platform uses daily goals, streaks, and scores to keep users motivated and consistent with training.



MindMate offers a mix of mental stimulation tools, diet suggestions, and activity guidance for aging users. It includes cognitive games and lifestyle tips, but it does not provide personalized caregiver features or a structured diary to document patient progress.

What MindMate Does Well

Holistic Wellness Approach:

MindMate combines mental exercises with diet plans, fitness activities, and health tips—offering a broader focus on aging and lifestyle.

User-Friendly Interface:

It's designed with simplicity in mind, suitable for older adults and those less tech-savvy.

Accessibility:

MindMate is available on multiple devices and platforms, making it easy for users and caregivers to engage on the go.

What Makes Familiar Better



Schedule Function:

Familiar includes an intuitive scheduling tool that helps caregivers manage appointments and medication times—something neither Lumosity nor MindMate offers, making Familiar a more practical daily companion.

Relations Library:

Familiar's Relations Library helps patients stay emotionally connected by storing memories, images, and relationship cues—unlike others, which focus solely on games or generic content.

Cognitive Game:

Familiar includes cognitive exercises designed specifically for dementia care, unlike Lumosity's general brain games or MindMate's limited set. Its tailored activities support both mental stimulation and memory recall.

Patient Diary:

Familiar lets caregivers and patients maintain a secure diary to track moods, symptoms, and events, providing a level of personalization and reflection that the others don't offer.


Caregiver Monitoring Account:

Familiar enables caregivers to actively monitor patient activity and progress in real time, ensuring better support and peace of mind—a feature not present in Lumosity or MindMate.

Design Plan

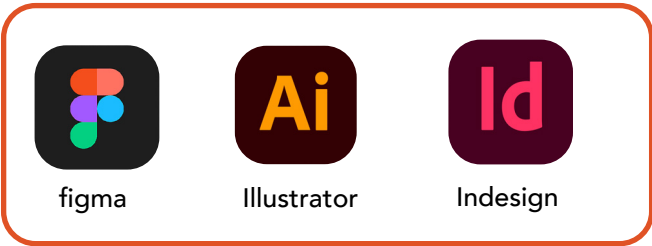
Week 1		Brainstorm Ideas
Week 2		Kick-off User flow, Research Design
Week 3		Finalize User flow, Research Accessibility Design
Week 4		Kick-off Wireframe Design, Research Branding
Week 5		Wireframe Revision
Week 6		Kick-off Branding Kit
Week 7		Wireframe Revision
Week 8		Finalize Branding Kit, Wireframe, Kick-off Mobile Design
Week 9		Mobile Design Revision
Week 10		Kick-off Mockup Design
Week 11		Regression Test, Mockup Design Revision
Week 12		Final Check, Ready Presentation Assets

Development Plan

Week 1		Brainstorm Ideas
Week 2		Discuss Core Features, Plan Data Model
Week 3		Finalize Data Model, Tech Stack, Pages
Week 4		Setup Backend configuration, Authentication, and Plan Components
Week 5		Kick-off Development for Caregiver Portal
Week 6		Caregiver Portal Routing
Week 7		Caregiver-Patient Portal Routing
Week 8		Kick-off Development for Patient Portal
Week 9		Alpha Build, CRON & Game Implementation
Week 10		Standard UI, Mobile UI/UX Implementation
Week 11		Beta Build, Regression Test, UI work
Week 12		Regression Bug Fix, Final Check

Technologies Used

Design

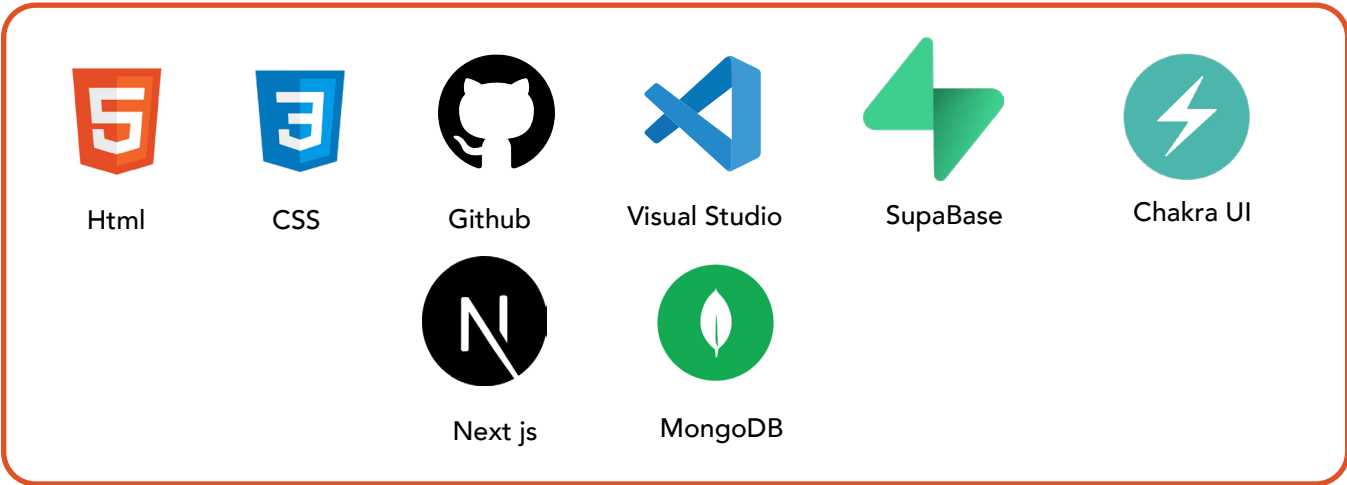


Project Management



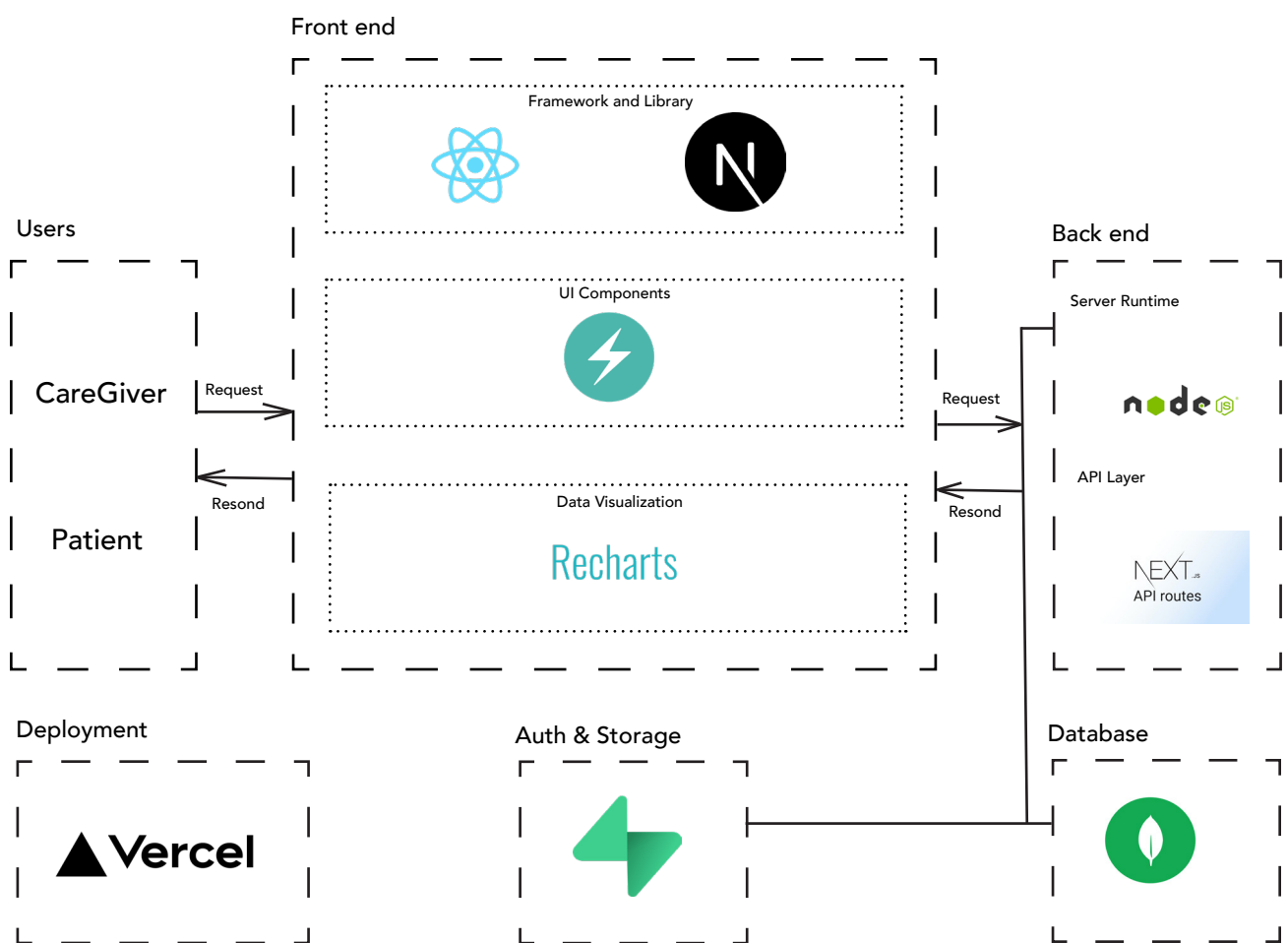
We used Figma, Illustrator, and InDesign to craft a visually consistent and user-friendly design. Slack and Trello supported smooth communication and task tracking throughout the project, ensuring alignment between design and development teams.

Development



The project was built using HTML, CSS, and Next.js, with Github for version control. We used Visual Studio Code as our primary IDE, while MongoDB and Supabase managed the backend. Chakra UI ensured accessible and responsive UI components.

System Architecture



Familiar's architecture is centered around the use of Next JS, which provided the developers a built-in page routing, easier API creation, and backend and frontend framework from the start. Supabase conveniently provides both the authentication and image-hosting while mongoDb is our storage database.

Data Model

CareGiver

caregiver_log_in_id	Integer
email	varchar
first_name	varchar
last_name	varchar
phone_number	number
dob	number
address	text
patient_ids	array

Patient

patient_id	Integer
first_name	varchar
last_name	varchar
dob	number
sex	varchar
image	text
phone_number	number
emergency_contact_name	varchar
emergency_contact_phone_number	number
address	text
ailments	text
notes	text

Dairy

dairy_id	Integer
patient_id	Integer
title	text
diary_text	text
date	datetime

Relations

patient_id	Integer
family_member_id	Integer
first_name	varchar
last_name	varchar
relation	varchar
primary_image	varchar
image	array
phone_number	number
address	text

Game Performance

patient_id	Integer
date	date
score	Integer
questions	Integer

Schedule

reminder_id	Integer
patient_id	Integer
caregiver_id	Integer
reminder_notes	text
start_date_time	date
repeat	text
repeat_days	Array
status	bool

The Data Model revolves around the patient account. Each patient account has multiple collections that are linked to it, one collection per feature. Meanwhile, the caregiver account has its own collection and can contain an array of multiple patients that it can manage.

Personas

Caregiver – Maria



Background:

Maria supports dementia patients either as a professional caregiver in a clinic or as a family member helping a loved one at home. She balances responsibilities like managing medications, keeping routines on track, and supporting emotional well-being often with limited time and tools.

Goals & Needs:

- Provide consistent, personalized care
- Monitor symptoms and track cognitive changes over time.
- Stay connected with the patient through shared photos and updates.
- Coordinate care smoothly between multiple caregivers or family members.

Pain Points:

- Switching between tools for reminders, notes, and communication
- Limited time for deep engagement with patients
- Difficulty detecting subtle memory or emotional changes stay connected with the patient through shared photos and updates.

App Uses:

- Set and manage daily reminders (meds, meals, appointments)
- Upload photos to reinforce memory
- View patient diary entries and cognitive game results
- Use dashboard to monitor engagement and routine compliance

Patient – David's Mother



Background:

David's mother is in her late 60s and was recently diagnosed with early-stage dementia. She lives independently with part-time assistance. She's generally aware and engaged but occasionally forgets appointments, names, or routines, which can cause confusion or frustration.

Goals & Needs:

- Maintain her independence while receiving gentle support
- Stay connected to family through photos.
- Engage her mind in a fun, pressure-free way

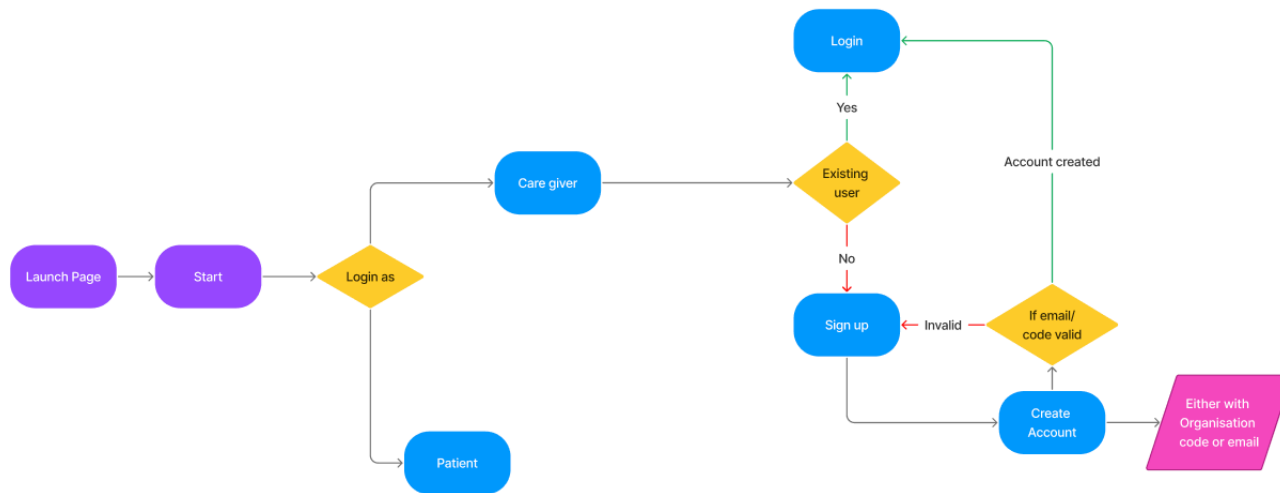
Pain Points:

- Embarrassment or anxiety from memory lapses
- Confusion caused by complex or cluttered interfaces
- Frustration when routines change unexpectedly

App Uses:

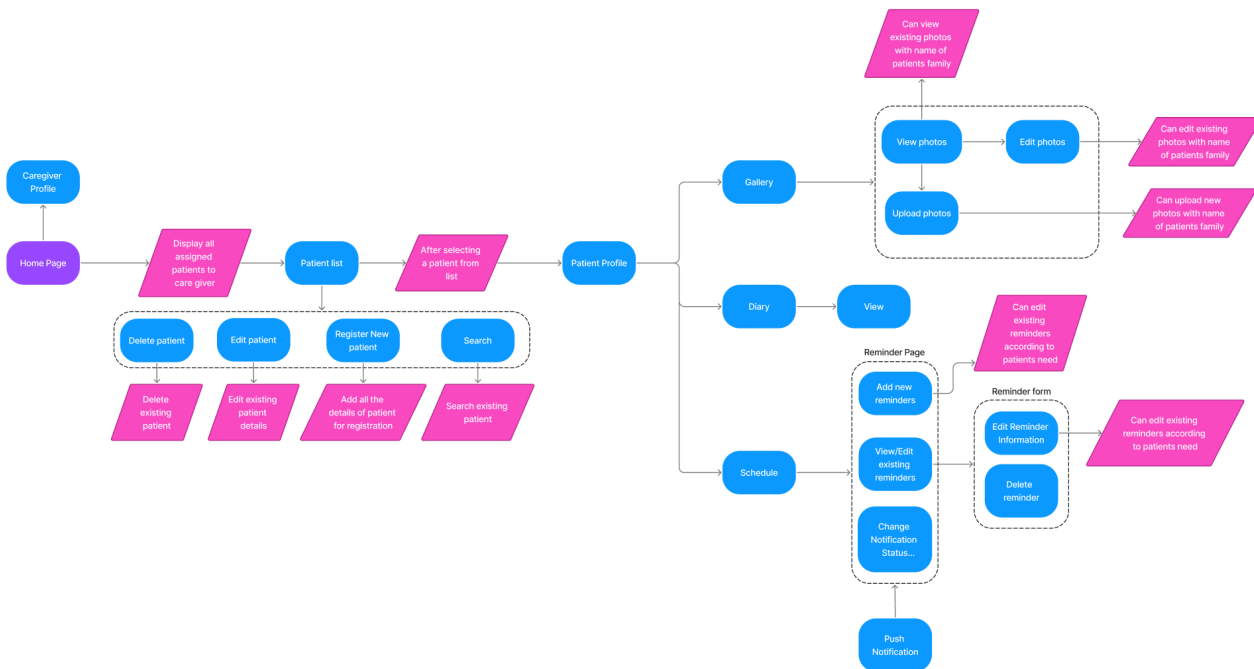
- Tap on familiar photos to hear names and relationships
- Get friendly reminders.
- Play simple cognitive games designed to be calming and encouraging

User Flows | For Login



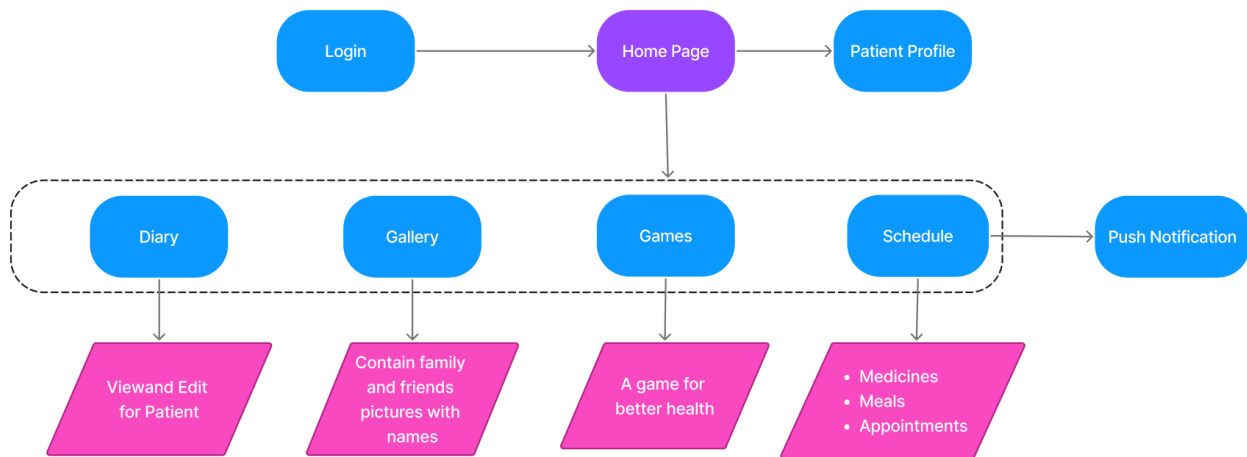
While Caregivers can login and sign up normally, patients are designed not to be burdened with remembering their passwords; patient account creation is done by the caregiver inside the caregiver portal, Patients cannot sign up by themselves and are expected to be logged in by their caregivers.

User Flows | For CareGiver



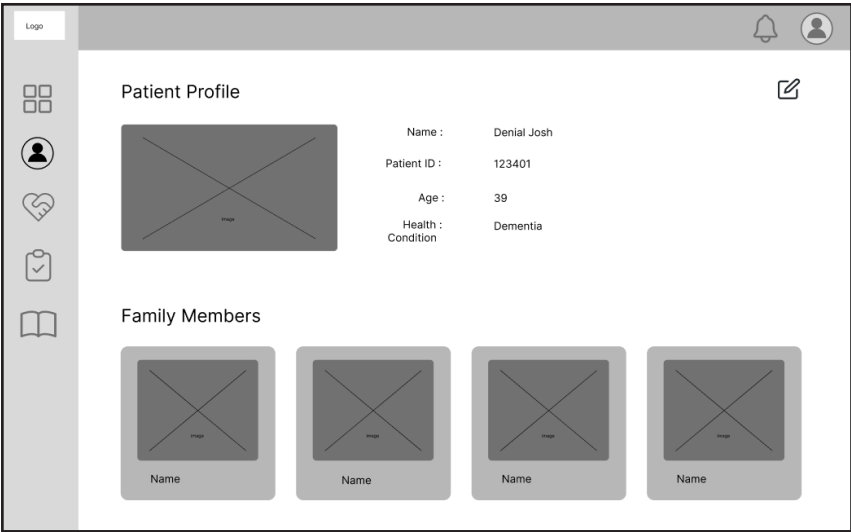
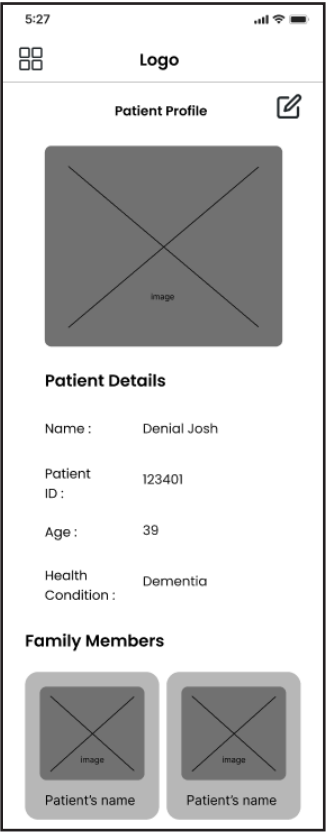
The caregiver portal is wholly designed to manage and monitor patient account and data. This is done by the provision of tools easily available from the homepage such as the Patient Dashboard itself, the Schedule, the Relation Library where photos are managed, and Diary to monitor the patient's thoughts.

User Flows | For Patient

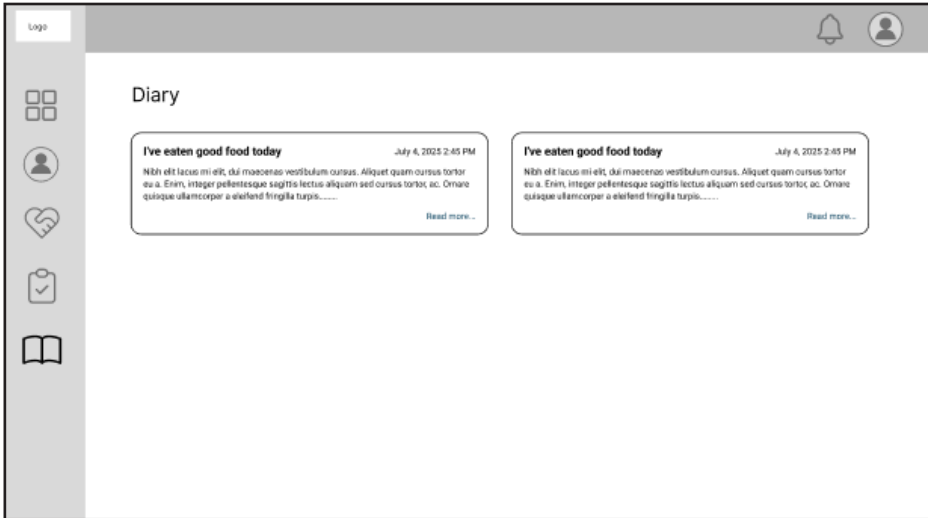
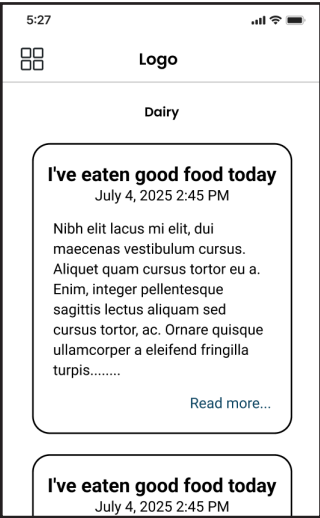
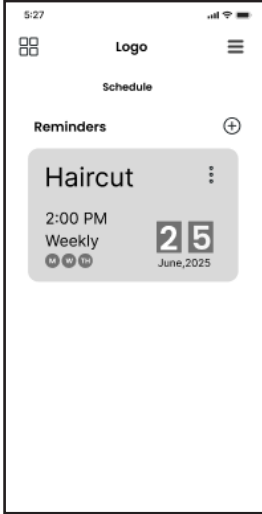
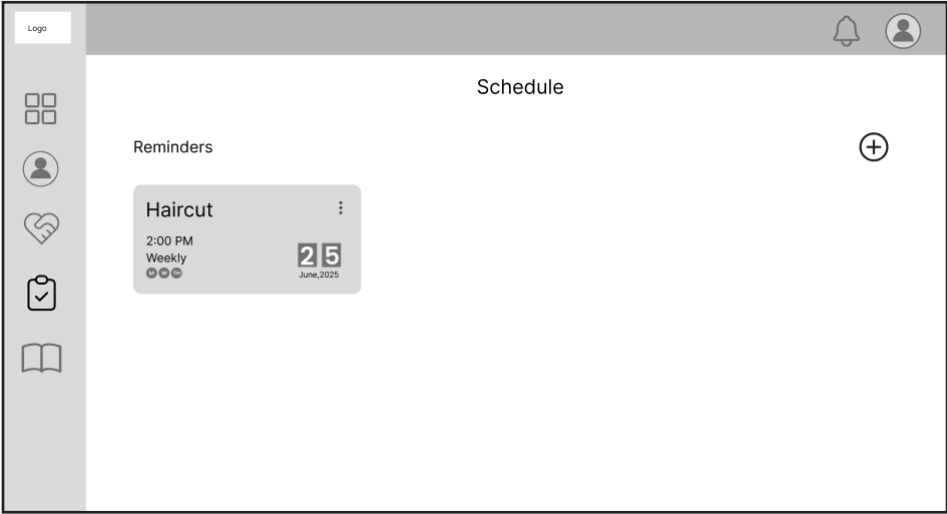


The patient portal is similarly designed like the caregiver portal due to the provision of all the features that are easily accessible one click away from the home page, but the difference is the patient won't have the monitoring tools or management but instead the features' primary functions themselves.

WireFrames

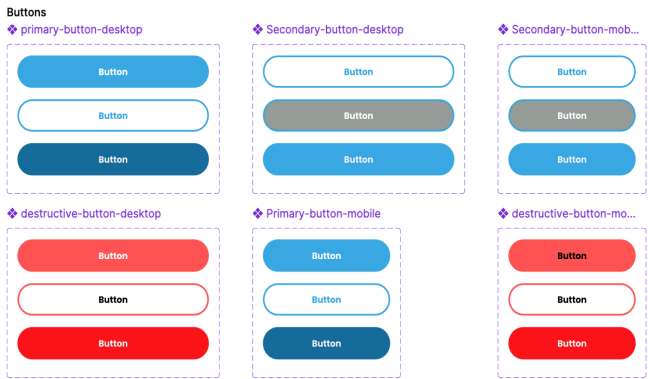


WireFrames

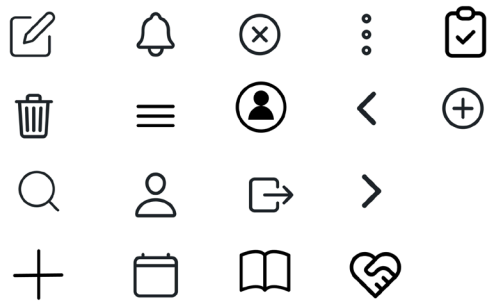


UI Kits & Components

Buttons



Iconography



Typography

Typography

Typefaces : For Headings – Atkinson Hyperlegible, For Body – BIZ UDPGothic

Mobile-view

Headings	24px	Regular
Subheadings	20px	SemiBold
Button	16px	Bold
Section Title	16px	SemiBold
Body Text	16px	Regular
Input Field	16px	Regular
Text for Card	16px	Regular
Text for Small Card	12px	Regular

Desktop-view

Headings	40px	Regular
Subheadings	36px	SemiBold
Section Title	32px	SemiBold
Body Text	28px	Regular
Button	24px	Bold
Input Field	24px	Regular
Text for Card	20px	Regular

Logos

The Familiar logo beautifully symbolizes care, connection, and support through its warm, heart-shaped design. Two human figures—one in blue, one in orange—represent a caregiver and a patient, embracing a house-like window at the center, which evokes feelings of home, comfort, and safety. The intertwined hands forming the base of the heart emphasize compassion and trust. The use of rounded typography alongside the icon reinforces a friendly and approachable identity, while the dual colors reflect balance and partnership. Altogether, the logo captures Familiar’s mission: to provide a supportive and emotionally reassuring space for individuals living with dementia and their caregivers.



Only Logo



Landscape Logo



Stacked Logo

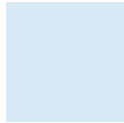
Brand Color



#176F9C



#38A9E2



#D9EAF7



#E05326



#0F4662



#B82323



#FF4A4A



#ADADAD

Cards

Cards and palce holders

Daity

I've eaten good food today

July 4, 2025 2:45 PM

Nibh elit lacus mi elit, dui maecenas vestibulum cursus. Aliquet quam cursus tortor eu a. Enim, integer pellentesque sagittis lectus aliquam sed cursus tortor, ac. Ornare quisque ullamcorper a eleifend fringilla turpis.....

Read more...

Schedule

Haircut

2:00 PM

Weekly


M

W


TH

25

June, 2025



Nil Josh



Harry Williams

Dairy- Mobile

I've eaten good food today

July 4, 2025 2:45 PM

Nibh elit lacus mi elit, dui maecenas vestibulum cursus. Aliquet quam cursus tortor eu a. Enim, integer pellentesque sagittis lectus aliquam sed cursus tortor, ac. Ornare quisque ullamcorper a eleifend fringilla turpis.....

Read more...

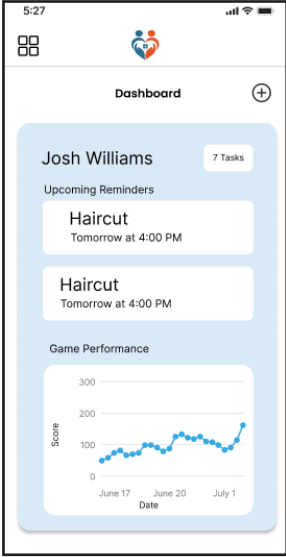
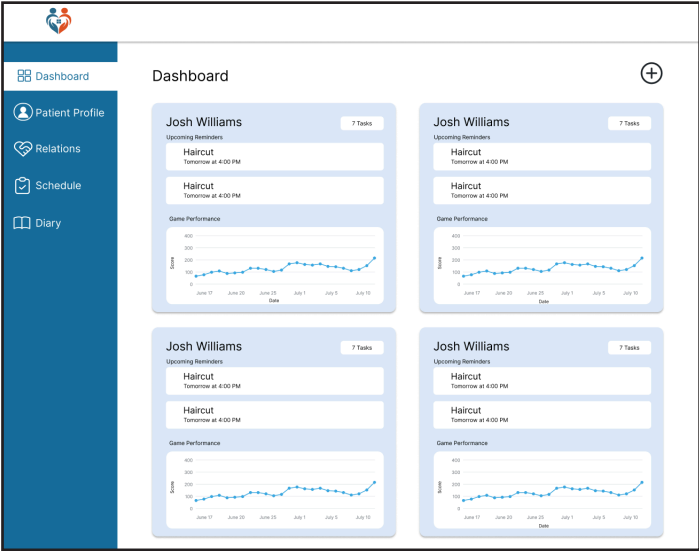
Pop-up Dialog Box

Are you sure you want to Delete the Profile?

Cancel

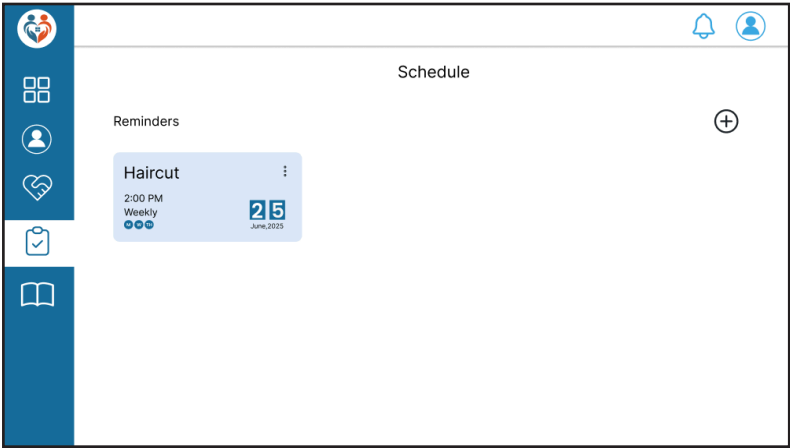
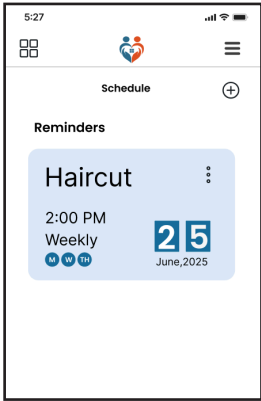
Delete

Mock Ups

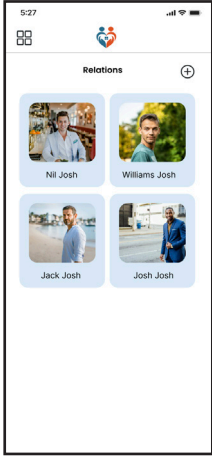
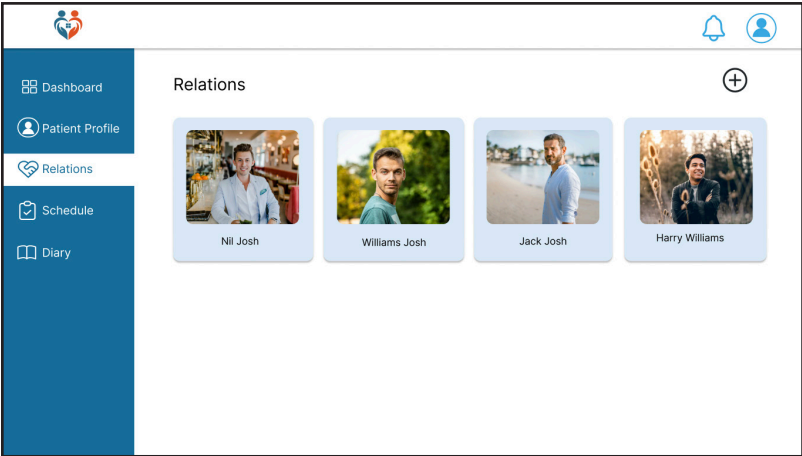


Dashboard

Schedule

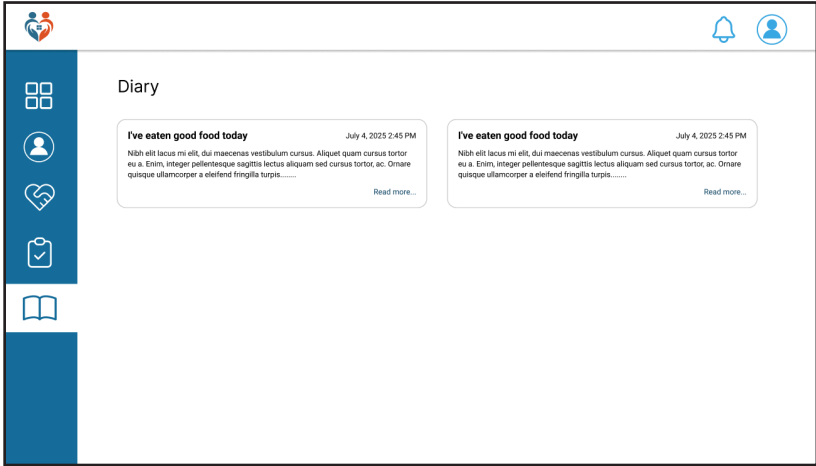
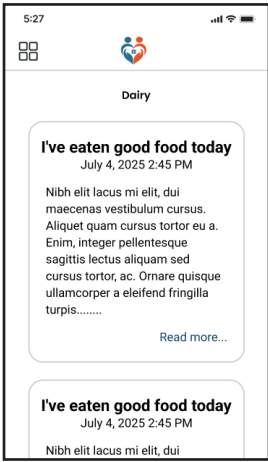


Mock Ups



Relations

Dairy



Meet Our Team | Design Team



Tejinder Kaur

Lead Designer | UI/UX Designer

 [in/tejinder-kaur](#)

I’m new to the UI/UX field but passionate about creating user-friendly designs. I’ve been learning tools like Figma and exploring user behavior to design thoughtful and intuitive interfaces. I bring a fresh eye, a strong curiosity, and a user-first mindset to every project I work on.



Sahil Juneja

Designer | UI/UX Designer

 [in/sahil-juneja](#)



I bring one year of management experience along with a structured, user-centered approach to design. I focus on building clear, functional, and visually engaging interfaces. My background helps me stay organized while leading the team’s design efforts with attention to both usability and aesthetic impact.

Meet Our Team | Development Team



Pocholo Lamagna

Full-stack Developer / Project Manager



 [in/pocholo-renzo-lamagna](#)
 AstralHunt

I'm the Project Manager and a Developer of Simple Solutions. I have five years of experience as a Quality Engineer Team Lead, specializing in automation. My experience allows me to organize information, manage timelines, and guide the team while continuing to grow my technical skills throughout the project.



Preeti Rawat

Lead Developer



 [in/preetirawat-dev](#)
 RawatPreeti

I'm the Lead Developer of Simple Solutions, with three years of experience in web development. I specialize in front-end and back-end technologies and focus on building efficient, user-friendly applications. I guide technical decisions and work closely with the team to maintain code quality and ensure timely delivery.



Kento Nakajima

Full-stack Developer

 [in/kento-nakajima](#)
 Kento0315

I'm a Full-stack Developer with the Simple Solutions team. I had no prior industry experience before this, but I've gained full-stack development skills through hands-on practice. I've contributed across the front end and back end while continuing to grow my confidence in real-world web development.


Meet Our Team


Development Team



Mayank Abrol

Full-stack Developer

 [in/mayank-abrol](#)

 [mayankabrol1](#)


I'm a Full-stack Developer with a background in Business and Management. I approach technical challenges with a strategic mindset, balancing functionality with user-experience. I focus on building scalable, user-centric applications that align with both project goals and real-world value.



Johnsen Darelle Dela Cruz

Full-stack Developer

 [in/johnsen-darelle-dela-cruz](#)

 [JamonSTG](#)

I'm a Full-stack Developer for the team. I started with database management and gradually expanded into full-stack development, contributing to both front-end and back-end features. This project has helped me improve my skills while working closely with my teammates.

References

Alzheimer Society of Canada - <https://alzheimer.ca/en>

CareGiver Challenges - <https://www.cihi.ca/en/dementia-in-canada/unpaid-caregiver-challenges-and-supports#wait>

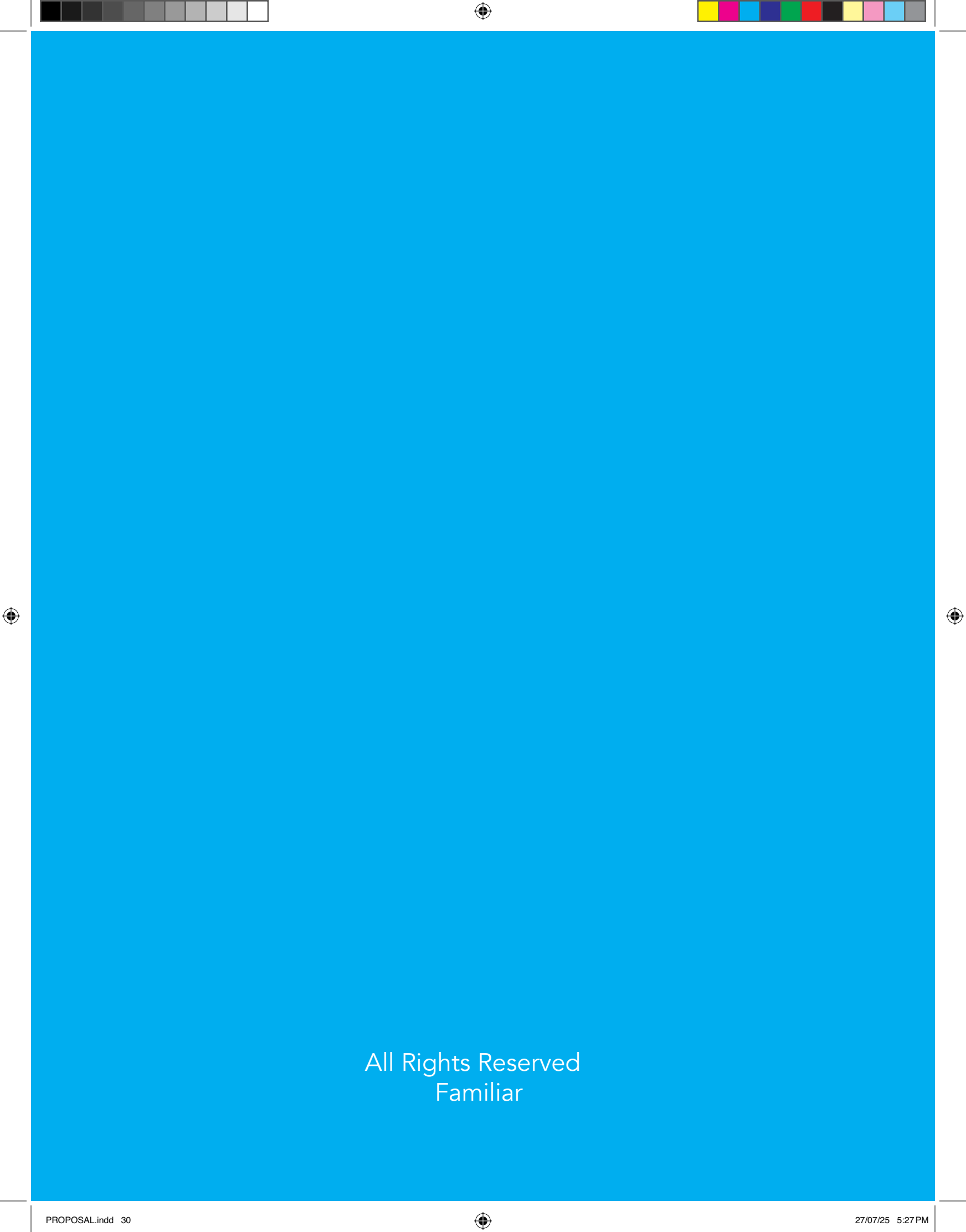
MindMate - <https://www.mindmate-app.com/>

Lumosity - <https://app.lumosity.com/landing>

Unsplash - <https://unsplash.com>

Special Thanks

We are deeply grateful to our instructors for their unwavering support, patience, and guidance. Your belief in us has been a source of strength, pushing us to learn, grow, and strive for excellence. You have been there every step of the way, answering our questions, challenging our ideas, and encouraging us when things got tough. Receiptly wouldn't be what it is today without your dedication and mentorship. From the bottom of our hearts, thank you for always being there, for inspiring us, and for making this journey truly meaningful.



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Familiar