Introduction
Since we are living in a bustling city – Hong Kong, it is
difficult to keep up good interaction with our parents
after we have moved out. Furthermore, due to
decreases in elderly memory ability, they may forget
some important things such as taking medication.

As the iPhone is one of the most popular
smartphones. Our project is to study iPhone app
development, and to publish it.

Aims & Objective
The project aims to develop an iPhone application
which is called Caremate. There are two parts in this
application: 1) reminders 2) sharing 3) about. Our
aim is to improve the connection between the
elderly users and concerned parties.

Following is the system block diagram of the
Caremate.

Methodology
Hardware
A research shows that the number of iPhone's users
has steeper growth compared to Android. Therefore,
we chose iOS platform

Software
There are several of cross-platform mobile
development kits, by comparing the pro and cons of
Objective-C and other cross-platform language, we
have decided to adopt Objective-C because:

1. Access all features of iPhone
2. Shortest runtime among all other languages
3. Only way to develop a NATIVE application

Function
*Reminder
Users can insert the informations to give an reminder

*Share UR Day
Users can pick their moods, take or choose a picture,
record voice memo, type messages. All the inserts will
be composed into one single email.

*About
An introduction and guideline of the Caremate.

Results
After the development of the Caremate we have
successfully adopted an app with the functions

Conclusion
In conclusion, caremate provides a channel to
enhance the relationship between family members.
Also, by developing the Caremate with Objective-C
we could access the maximum features in the
iPhone, it will be more convenient if we expand the
Caremate in the future.