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**Use Cases:**

***Account Users***

This website will be used by anyone who is concerned about their health and who are trying to improve their physical and mental health.

* The user has to create a character which has many activities to do which determines their attributes and the health score.
* Once users input their physical attributes like name, age , height, weight, eating habits, and exercising habits, etc to the game will suggest certain things the user can improve upon. For example if a character is overweight they will get suggested food games to help them teach healthy eating habits.
* Characters begin with their base stats and have daily choices throughout a month of life in the game.
* Characters have choices to exercise in the morning before work, if they don’t they’ll be asked if they want to exercise after work. If they don’t exercise then their health suffers, if they do their health will improve.
* Users have to accomplish certain tasks like following certain routines like exercising, and diet which will increase their health score and improve their body.
* Users will be able to learn how to differentiate between healthy eating habits and unhealthy eating habits with food games where the user can earn health points or lose health points.
* Users' actions would be updated each day at the global leader board which consist of mental and physical health scores.
* Characters have choices between healthy and unhealthy foods for each meal. Healthy food will benefit health while unhealthy food will damage health. Random events such as rushing will affect food choices.
* Characters have choices of how to manage time which will affect their sleep, and this can benefit or hurt their health.

**Requirements:**

* Users must be able to register an account and log into their account.
* Product must work on any browser.
* Products must be suitable for children and teens.
* New users will be asked to create a profile upon logging into their account for the first time.
* Users will have the ability to perform actions with their characters in the game.
* Users should be able to resume the game whenever they leave off.
* Users will be able to recover their passwords.

**Development of the game/schedule**

The game must educate adults on healthy lifestyle choices.

* The game must support single and multiplayer modes.
* The game must be compatible with all devices, especially mobile.
* The site must be advertiser friendly and accept donations.
* Users must be able to track their progress in the game.
* A technical status report must be provided halfway through development.
* A prototype as well as a plan for how the full version of the application would be finished must be presented in December.
* JavaScript HTML and CSS will be the languages used to program the application.
* A database will be used to store user data.
* The application will provide a character for each user to play the game with.
* The starting data of the character such as height, weight, age, and current health conditions if any must be stored.
* The lifestyle choices users make with their characters based on the options provided to them in the game will affect the health of their character, which will be represented numerically in several categories stored in the database.
* The data related to choices must be kept in a database, such as hours of sleep, exercise, and diet, and this will be combined with the information regarding the basic character health stats.