Proposal: RPG app

SODV3203
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The app is a daily planner masked as an RPG status game. By performing certain tasks for a certain amount of time the app grants the user experience to "level up" the person with a virtual experience points to the individual's personal progress bar that is filled by the previously mentioned experience points.

For example: The user goes to the gym and works-out for 2 hours. After he is done he submits his amount of time he worked and the back end code calculates how many points per minute the user gets for the workout that is then added up to the experience bar pertaining to stamina or strength.

- Main progress bar, the only way to fill this bar up is by filling up the other two bars or to complete tasks that the user can create for himself or randomly create by the app from a premade catalog of quests.
    - Random Quests: The app will come pre-created by the developer such as: Read a book for an hour, jog for 30 minutes, or do 15 push-ups.
    - User-made Quests: The app will have a form which will allow the user to make their own quests with their own parameters (Optional feature not main concern).
- The two main progress bars are wisdom bar, and vitality bar. Each bar is responsible for different activities.
    - Wisdom bar is meant to collect points for reading books, studying, or doing activities that are meant to work on your brain.
    - Vitality bar is mainly responsible for general health, exercise lower body, eating healthy, and running/jogging to exercise the lower body. It is also used for exercising the upper body, workouts that are used to build upper body muscles and overall strengthening the users body through exercise.
- Using a google weather API to track what weather is outside to deliver to the user and give them the information based on that input. The user will then proceed to choose whether or not they wish to go for a run in that weather.

Wireframe Link: https://wireframe.cc/pro/pp/832cb3d6f414491