

## **HABIT BUILDER APP**

Developers: Katerina Bosko, Anshul Matthew

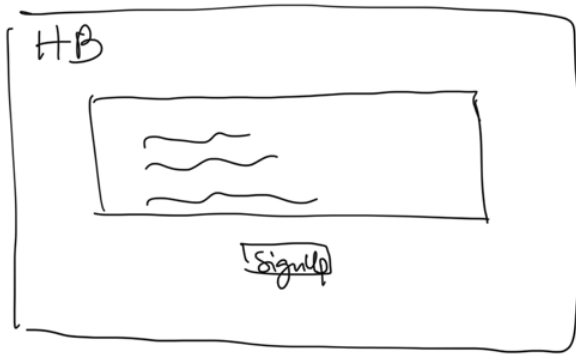
Web Development class @ Northeastern University

**Objective:** We will develop HabitBuilder app that will allow users to form new habits by tracking them on daily basis and setting goals through challenges. We also gamify the experience by creating a jigsaw puzzle that users can unlock if they complete the challenge.

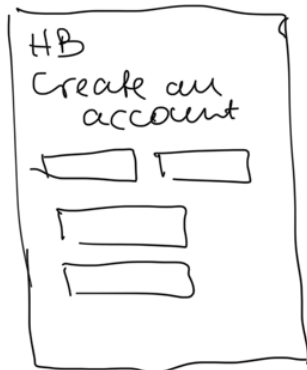
### **User stories:**

- Jane wants to read more on a regular basis. She likes to read but lacks consistency and often other things interrupt and her priorities change. If only she had an app that could track her reading time and motivate her to do it every day, just like her Apple watch tracks her fitness activity and motivates her to achieve her daily goals! She discovers HabitBuilder and decides to give a try.
- Jane just learned that drinking about 8 oz glasses water per day would keep her healthy. She realized that she actually drinks less than that. So she wants to build a new healthy habit. Since she was using HabitBuilder app successfully for her reading routine, she decides to create another challenge - a Drinking Water challenge - to keep her on track with her goal of drinking 8 oz of water a day.

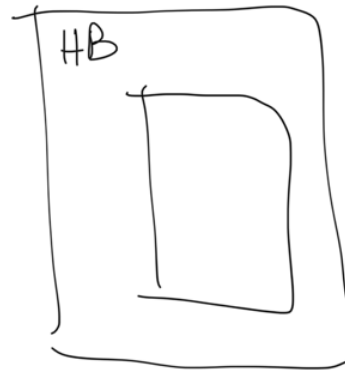
### **DESIGN MOCKUPS:**



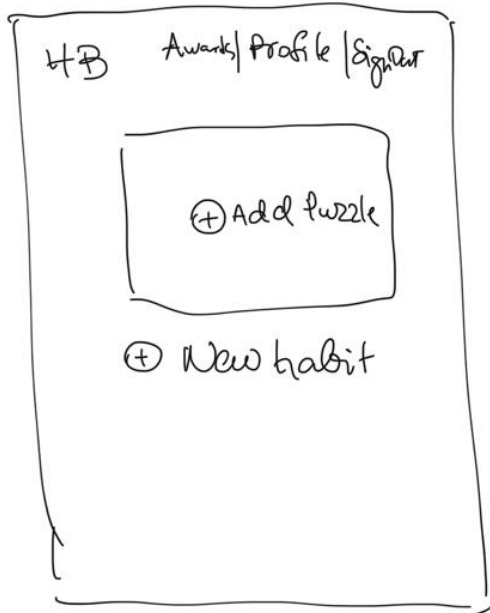
HB = Habit  
Builder  
Logo



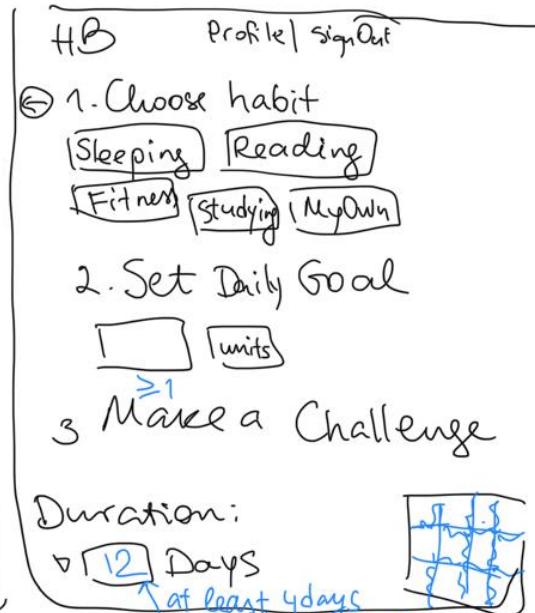
sign-up  
page



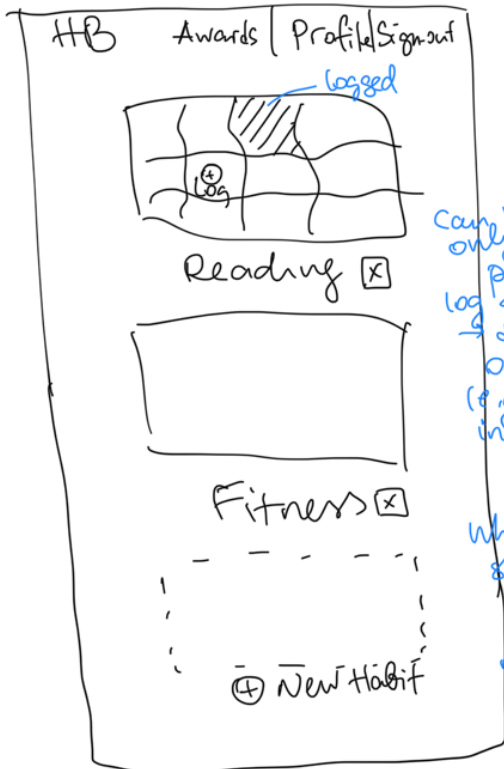
login page



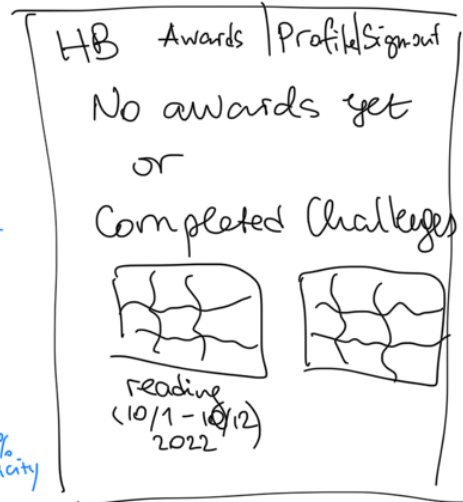
My Habits page  
if added more habits



New Habit  
page



can unlock only 1 piece per day  
 log < goal  
 & diff.  
 opacity  
 e.g. 10 min instead of 30 → 33% opacity  
 when completed should be removed from my habits & shown in rewards



Awards page



Add puzzle page