

Contributing to the Habitica Open Source Project  
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Habitica is a free and open source application that aims to assist people in improving productivity by turning habits, daily tasks, and to-dos into an RPG style game. Over the course of this semester, we contributed toward the solutions to four issues from the Habitica Android GitHub. The issues were the lack of player-viewable timestamps on system messages, the lack of notifications when messaging a deleted user, an ineffective pop-up concerning challenges when users left groups, and the lack of support for tasks with sub-tasks in both the 'To-Dos' and 'Dailies' widgets. The solutions were implemented primarily in Kotlin, and sometimes Extensible Markup Language if it was necessary for a view to be altered or created. We communicated with the moderators of Habitica Android to ensure that our solutions fit their vision, and teamed up with a group from Mills College who asked to assist with the challenge pop-up issue.