

Anime For Humanity /Team Underdogs

Description

- Provide a high-level description of your application and it's value from an end-user's perspective

Our app provides a mental health resource that includes self-care packets, pomodoro timer, todo list and music player. It keeps efficiency tools and mental health resources at the same place, so that users are provided with a mental health-friendly environment.

- What is the problem you're trying to solve?

Making mental health resources more accessible to people who like anime, anime aesthetics or anyone who enjoys lofi music. It is often hard to get to these resources, as they are all over the internet and not focus-specific. Often, mental health care is overlooked, and people only reach out once they struggle with it. We hope that this app provides the tools to prevent them from getting into that stage, and that users will be able to provide care for themselves on a regular basis.

- Is there any context required to understand why the application solves this problem?

The application is tailored towards an audience who watches anime, with anime style graphics and pomodoro giving out breaks enough to watch a single episode of anime. All of the aesthetics regarding the app uses anime aesthetic to attract people who enjoy this mode.

Key Features

Our app has the following features:

1. **Tracks and media player:** Users have access to a wide range of anime-related lo-fi music on the "Tracks" page. Upon selecting the tracks they are interested in, users can control the music playing on the media player located at the bottom left section of the app page, which allows them to play/pause, go to next/ previous tracks, and volume control. The media control is accessible throughout all sections of the app.
2. **Ambient sound and media player:** Users can also navigate to "Sound Collection" and from here, users can select an ambient sound that will play on

top the tracks they have selected from the “Tracks” page. The users can also use the media player to control the ambient sounds which is located on the bottom right of the media player.

Note: only the front-end for this page is done. The team will be working on the backend/technical aspect.

3. **Adding tracks to favourite playlist:** On the Tracks page, there is a star icon beside the title of each track. Clicking the star icon will automatically save the track and display it on the “Starred Tracks” sections.

Note: the app does manage to keep track of users’ starred tracks, but it currently won’t show up on the “Starred Tracks” page as it won’t refresh the “Starred Tracks” page. The team is still looking for ways to integrate React useEffect to solve the issue.

4. **Pomodoro Timer:** This section allows our users to specify their desired working duration and break duration. Pressing “Start” will initiate a timer that indicates the remaining working time. Once the work-time is over, the timer will automatically start the breaktime timer. The users can reset or pause the timer anytime they want.
5. **Todo List:** Users could also keep track of all the tasks they have in mind. They can easily input the tasks and add them to a list. After finishing a task, the user could press on the corresponding task on the list to remove it from the list.
6. **Self Care Kits:** Users could obtain a copy of self-care kits that they are interested in by clicking on the download button beneath each kit. Then, the user will be prompted to enter their email address so that they could receive a copy of the self care kit via email.

Note: currently only the frontend of this page is completed as we are still in waiting for the partner to send all the necessary kits before we could integrate it with the backend

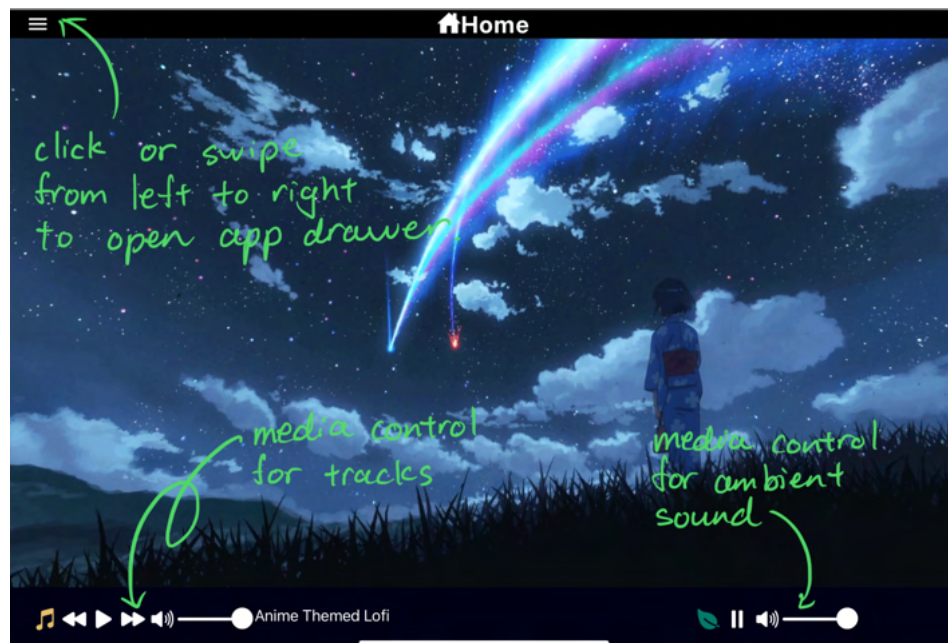
Instructions

Users who wish to access the app need to download the Expo app from Google Play Store or Apple App Store. Clicking the link below will allow access to the app: [expo link](#). Users should see a QR code after clicking the link.

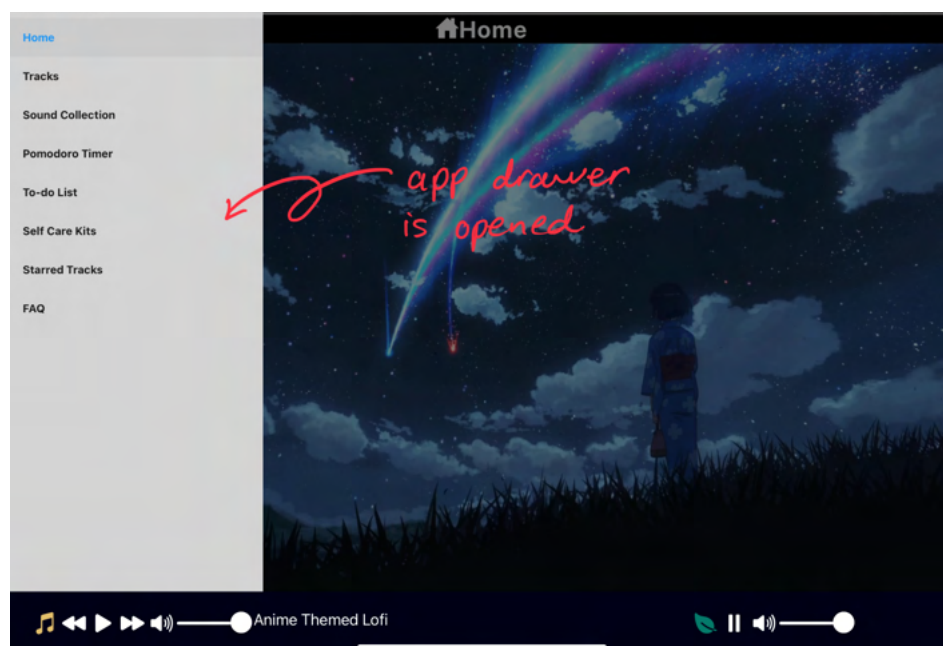
Note to TA Adam: *Scanning it with Android devices does not have an issue. If you are going to open it on iOS devices, make sure you have an Expo account using your UofT email and check your UofT email and accept the invitation email we have sent to you due to the guidelines set by Apple on app publishing.*

Steps of using the app:

Once the app is launched, the user will be greeted with the main screen

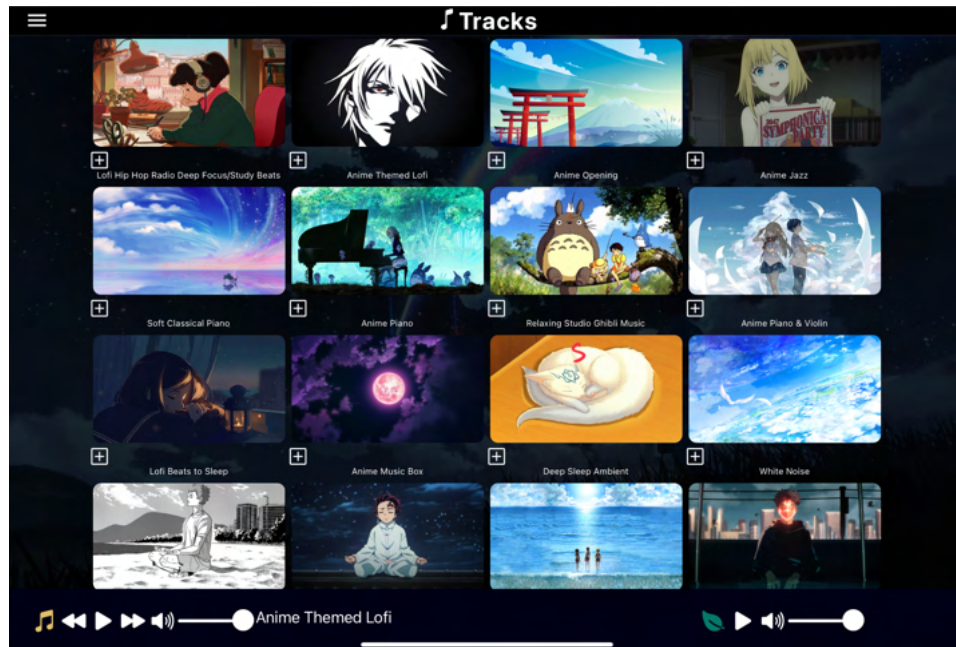


User could navigate to different pages through the app drawer



Select and Play Track:

- users can click the thumbnail to select the tracks they desired (make sure to hit the play button on the bottom left).
- users can click the + button to add the track they like to “favourite”.

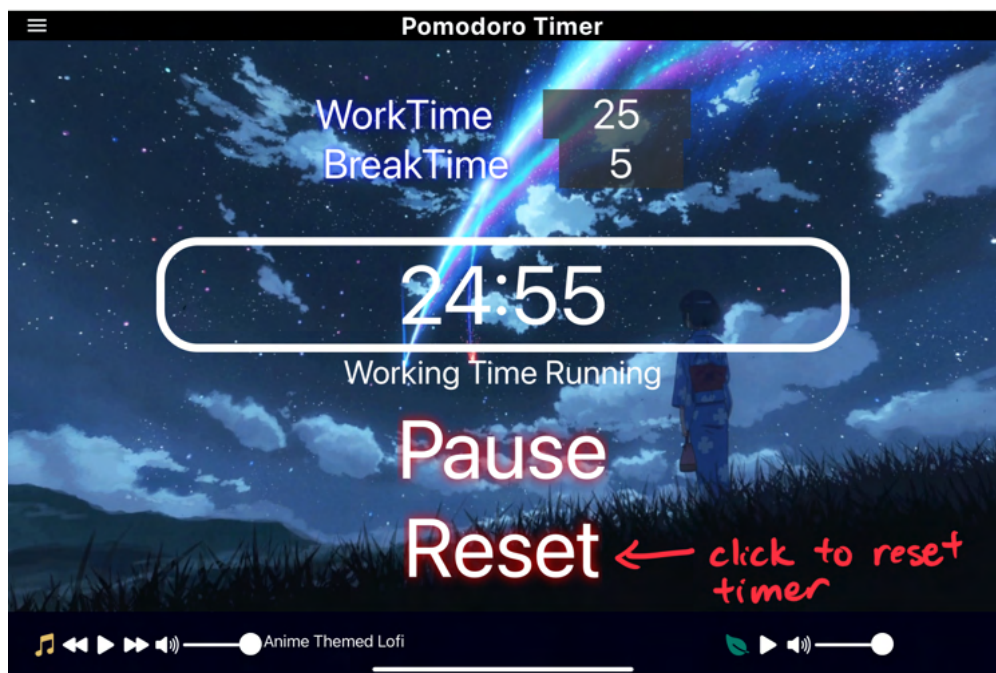
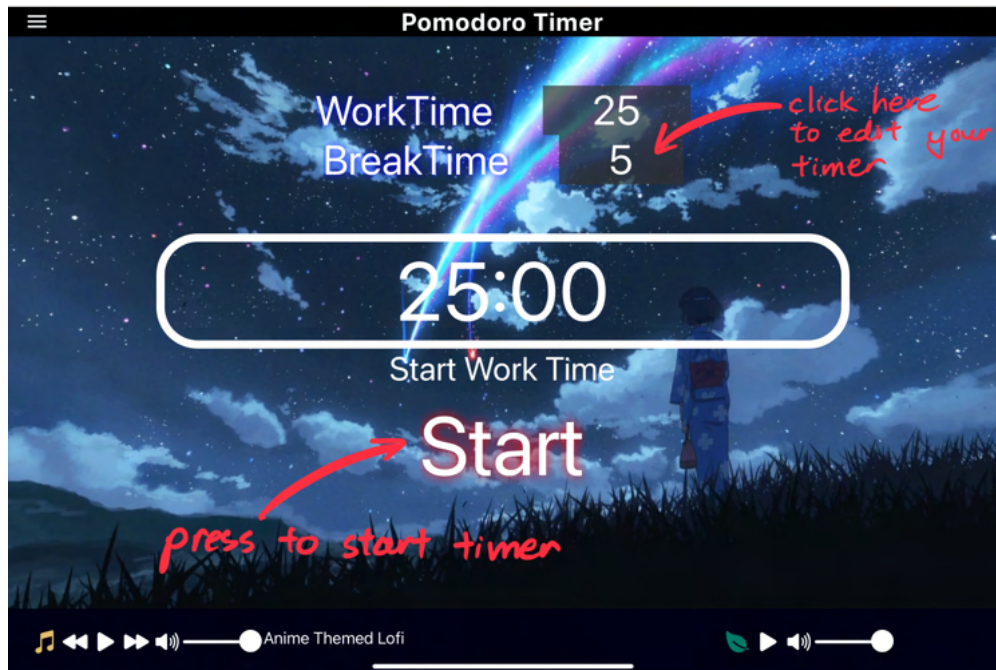


Sound Collections (ambient sounds):

- follow the same steps as “tracks” to play ambient sound except that the user needs to use the bottom right media control to control the ambient sound.
- note: this feature does not work yet



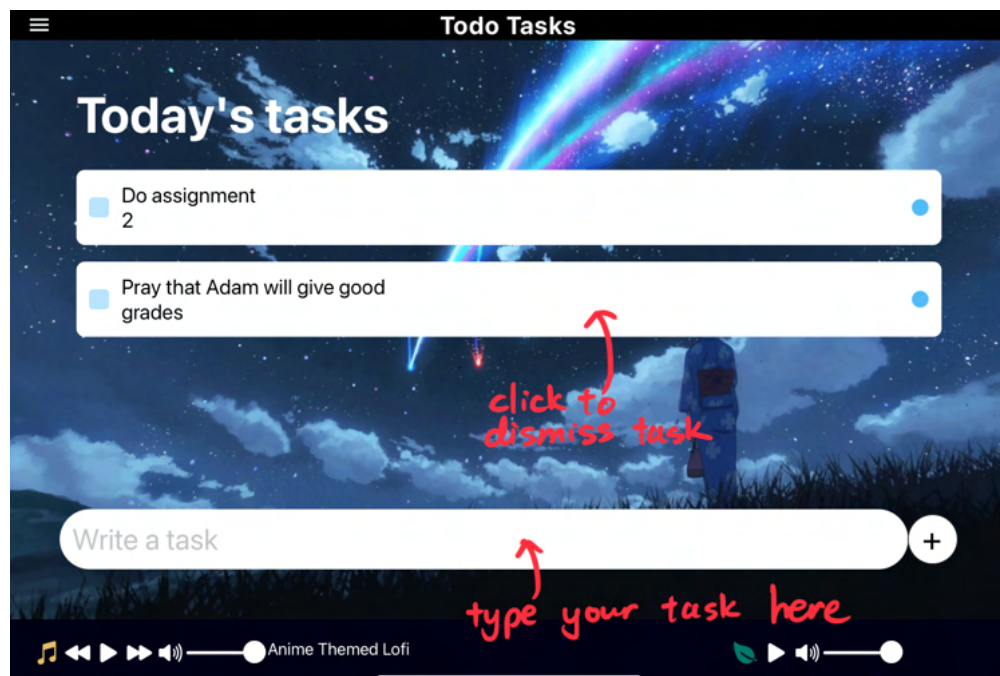
Pomodoro Timer:



The app will automatically start BreakTime timer once the WorkTime timer is finished

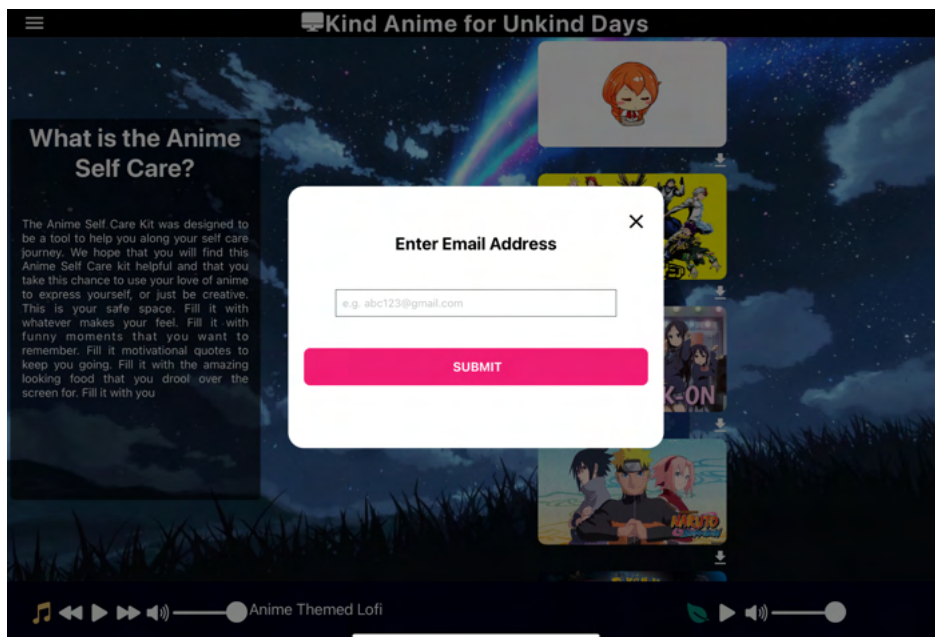
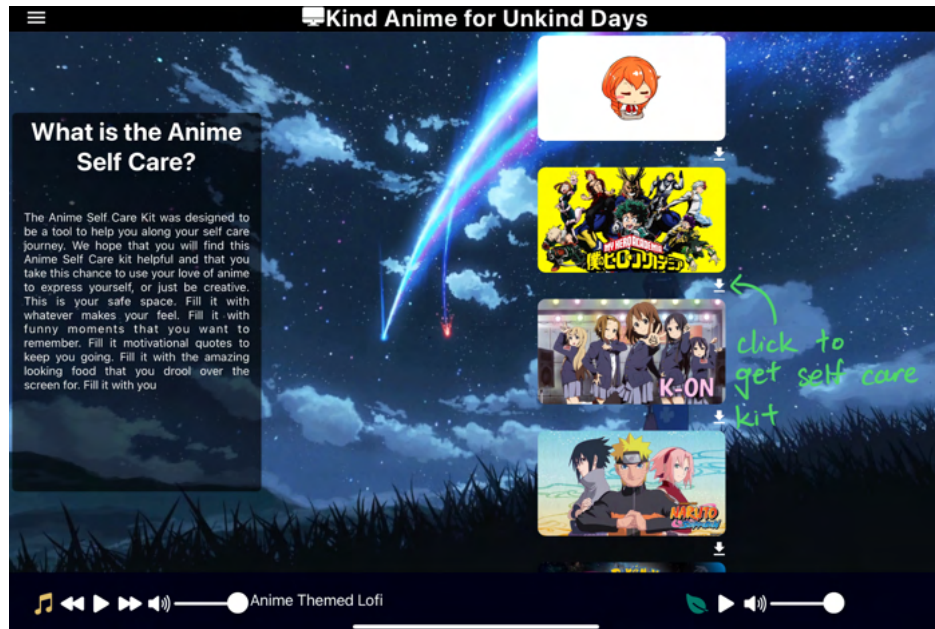


Todo List:



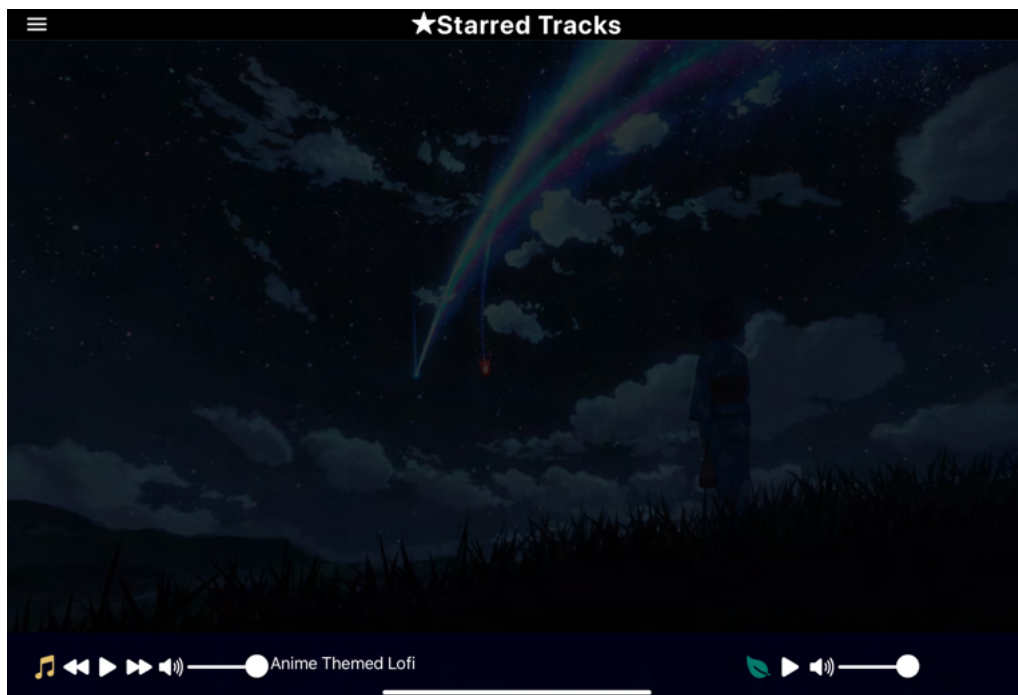
Self Care Kits:

Users can insert their email after pressing the download button to input their email address.



Starred Tracks:

user can view their favourite tracks on this page (frontend not yet completed)



Development requirements

After cloning the code from repo, the developer need to/ should:

1. ensure Expo is installed on their machine. If not, they could run "`npm install -g expo-cli`" on their terminal .
2. type `npm install` to install all the dependencies/ packages required for the app to run.
3. `expo start` to launch Expo app. One would be redirected to their browser.
4. Select the simulator to view the app. *Note: this app is built to work on **iPad** only and in **landscape** mode only. Viewing the app in portrait mode or in other simulators could result in distortion of the UI components.*

Deployment and Github Workflow

Working on code:

When we first start the project, one of our members will push the base code (code for routing the user to each page) to the repo. After that, other members will pull the base code and everyone is required to work at the local branch instead of the main branch. Once one is done working on a page/ feature, the member will push their local branch to the repo. The reason of pushing changes to respective branches is to:

1. allow members to do testing before merging to the main branch.
2. allow members to create backup for their respective code in case of unexpected events on their machine.

Once a member explains their code to other members, if other members do not have any suggestions with the code, the member can make a pull request and merge it to the main branch themselves.

Deployment:

After finishing up the major component, one of the members will manually publish the app on Expo. Other users who wish to access the app need to download the Expo app from Google Play Store or Apple App Store. Clicking the link below will allow access to the app: [expo link](#).

Licenses

The team is considering applying the Apache License 2.0 to the codebase. In the early stage of the semester, we agreed with our partner that we will only share the code under an open-source license with the partner but agree to not distribute it in any way to any other entity or individual. After the code handover to our partner, the partner is free to modify the code base while ensuring that the source code is private.