

# Habit you heard

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# Description

Having a hard time sticking to your plans? Making good on your resolutions? Habit you heard is a motivational app that will hold you accountable, and help you see your good intentions through to the end.



# Features

- Authentication via creation of a token
- Create, log in to, and sign out of an account
- Ability to create, read, update, and delete habits
- Calendar to visualize historical habit data
- Point system to gamify progress
- Badges system to reward recurring app use
- Scheduled email reminder to incentivize recurring app use
- Dark mode to protect retinae



# Planning - User Stories

- As a registered user, I will be provided with an authentication token, so that I can securely use HabitYouHeard.
- As a unregistered user, I can Create, log in to, and sign out of an account, so that I can use HabitYouHeard.
- As a registered user, I can create, read, update, and delete habits, so that I can plan my daily habits.
- As a user, I can view a calendar, so that I can visualize my personal historical habit data.
- As a user, I can earn points by affirming habits, so that building habits is gamified.
- As a returning user, I can view my earned badges and ranking, so that I can see how successful I have been at affirming my habit.
- As a user, I will receive scheduled email reminders to affirm my habits.
- As a user, I can switch my environment to dark mode, so that I can protect my retinae.



# Planning - Database

In order to have the data structure we needed to ensure the user could track their progress, we needed the following:

1. A user table which contained the user's identifiable information.
2. A habit table which contained each habit the user wanted to uphold, which track name, description, selected days, start date, streak, and owner.
3. A habit\_meta table which contains each individual 'habit event', tracked for each day for whether it was successful.



# Technology Stack

- JavaScript
  - React
  - Material UI
  - FullCalendar
- Java
  - Spring Boot
  - Hibernate
- MySQL
- SendGrid



# Demo



# What We Learned

- ReactJs
- MaterialUI component library
- Postman for api testing
- SendGrid for sending scheduled emails
- Lucid Chart
- Figma





# What's Next

- Ability to resume stopped habits
- Building up further the reward/punishment system
- Cohesive design language throughout the app
- Group habit building
- One time affirmable habits called opportunities

