

# HABITRA

Fabian Cabrera, Juan Avila  
Universidad Distrital Francisco Jose de Caldas  
Systems Engineering  
Bogota, Colombia

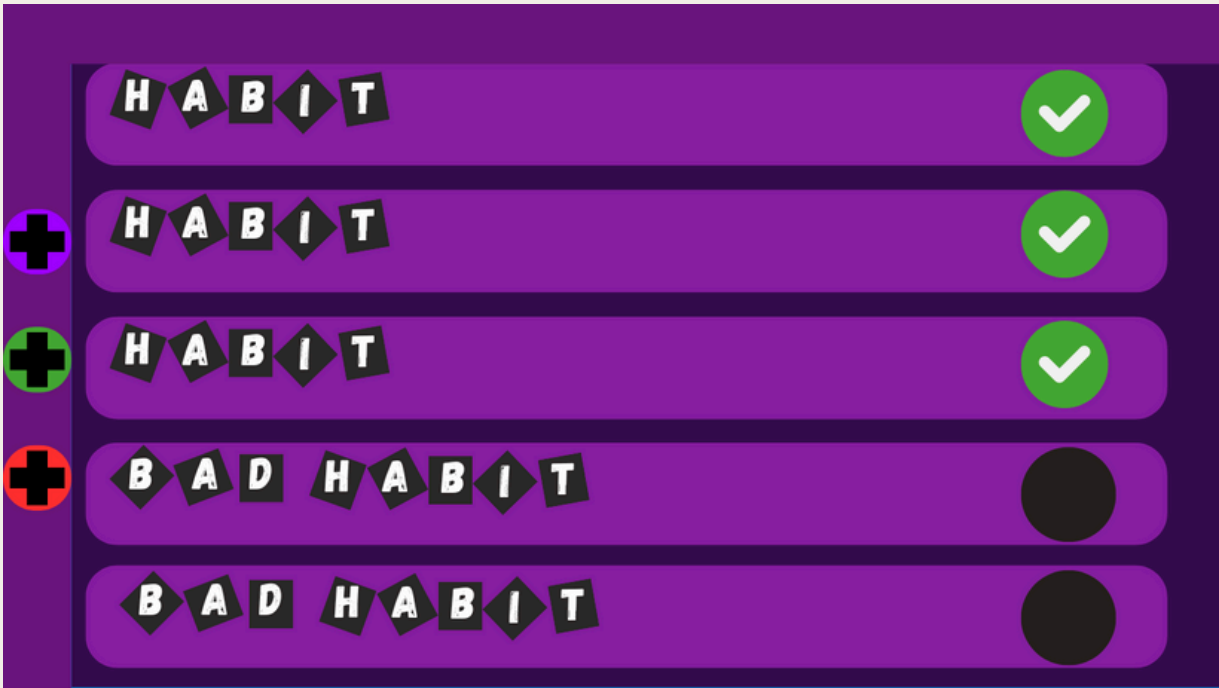


## INTRODUCTION

Habit tracking is a necessity for those seeking to apply significant changes to their lives, but rewarding these habits is just as important. Habitra proposes a simple yet elegant solution for this.

## PROPOSED SOLUTION

Habitra shows its user the habits they added and rewards completing them by granting XP, just like a RPG videogame. This is a small but noticeable reward that can help users keep their habits.

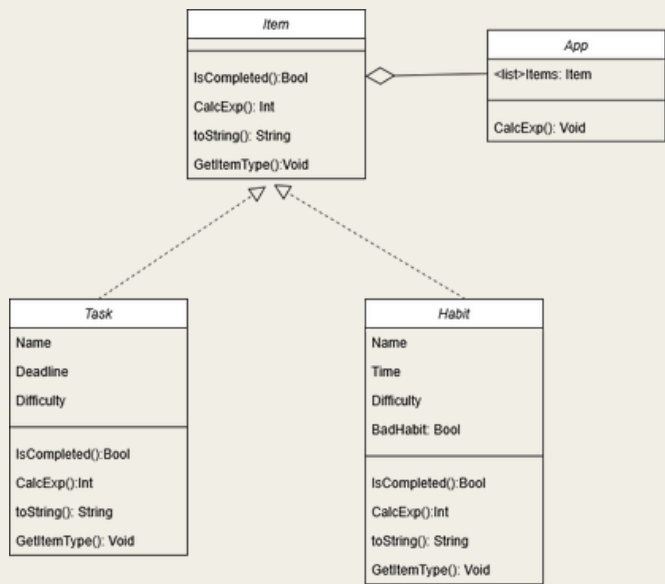


## GOAL

Habitra is a project that aims to make an Habit Tracker that allows user to not just keep them in check, but also rewards completing said habits.

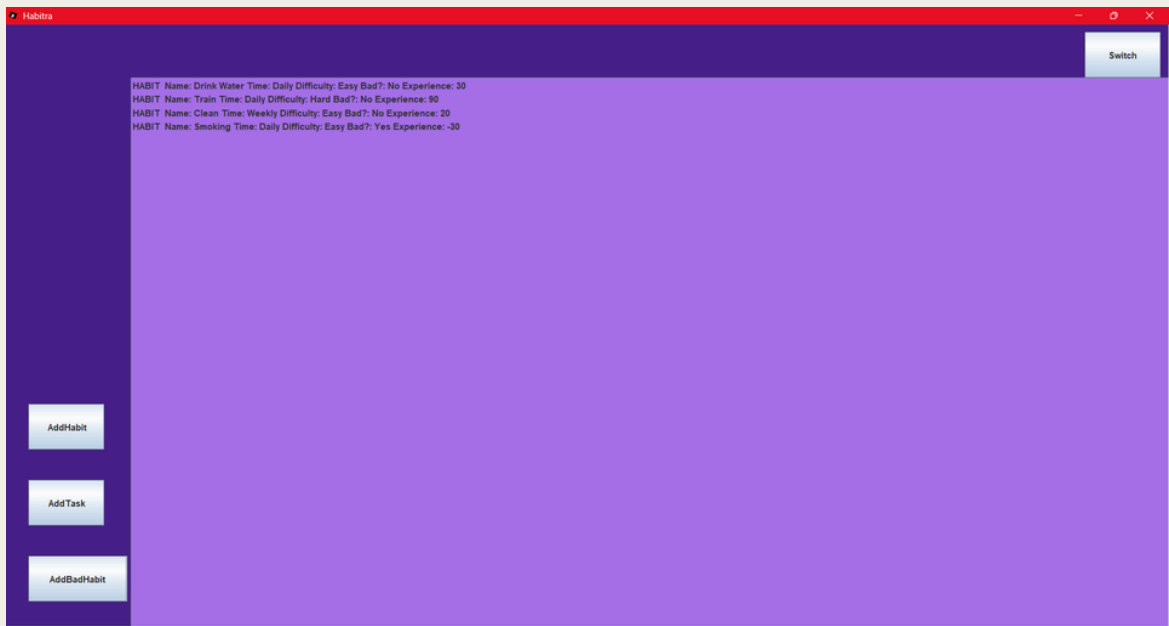
## DEVELOPMENT

The app is made with the intent of being pleasant both to look at and to use. It was developed with this in mind, so the object oriented design was used, using approaches such as SOLID.



## RESULTS

Habitra was successfully developed, completing with all of their requirements, such as seeing and completing habits and tasks, adding them, and granting experience. However, it unfortunately doesn't look exactly as conceptualized.



## REFERENCES

- James clear, "Atomic Habits: An Easy and Proven Way to Build Good Habits and Break Bad Ones"
- Ian Renfree et al, "Don't Kick the Habit: The Role of Dependency in Habit Formation Apps"