See it now make it

Specs:

- Single page
- Background image
- Minimum two containers with content (e.g. "The Problem" and "Actio+")
- Space between each container
- A footer
- Fixed menu-icon on right
- Responsive

Nice to have:

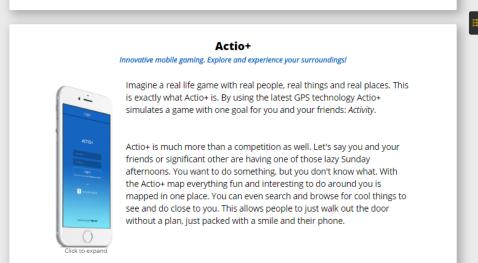
- Expand menu
- Scroll to first container when clicking the arrow on the bottom of the first image



The Problem

From a social perspective <u>obesity</u> and <u>inactivity</u> are extremely important problems that we need to address. We know that obesity increase the chance of a long list of diseases including some types of cancer and heart diseases. Furthermore; research shows that physically active people are healthier and happier. From only these two facts we can certainly say that more activity among people implies a better society.

[...] This made us think. Our professor sometimes says "The solution might be a part of the problem" and in this case it is. Introducing our new mobile application Actio+!





map uns is easily done by protung a day plan . Simply search and add the places you want to visit and a plan is made. Your weekend is all figured out in no time and you can simply send it to your friends for them to see.



Missions and Achievements

Rank up and collect more points!

Completing Actio+ Missions is a fast and fun way to gain lots of points. An example would be "Finish 3 Actio+ Routes this week: receive 1000 points!" Missions can be both personal and for everyone. They appear both weekly and irregularly so it is important for players to keep their eyes wide open.

You are awarded with trophies and medals after visiting selected sets of destinations. Depending on the amount, more points and greater trophies are awarded. You will be able to compare trophies with your friends and other players.

When you rank up a title will come with it. When you start playing, you start out as an "ant". As you get further into the game, the titles will be increasingly difficult to earn, but eventually you might be a "fox" or "mountain lion". We believe this is a creative way do differentiate players based on their amount of experience, as well as staying true to the style of the game.



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Menu expanded:

