Capstone Project Plan

Project Title

Habit Hero - A Simple Gamified Habit Tracker

Objective

To help users build healthy habits by gamifying daily habit tracking. The app rewards users with points or badges for consistency and lets them track progress visually.

Features

- Add, edit, delete daily/weekly habits

- Track completion with a simple calendar or checklist

- Earn badges or points as you complete habits

- Progress summary dashboard (simple graphs)

- Optional daily reminder (text-based prompt)

- Save data locally using a file or SQLite database

Tools/Libraries

- Python

- Tkinter

- sqlite3

- matplotlib

- Optional: Pygame

Timeline

- Day 1-2: Finalize features and UI sketch

- Day 3-5: Build UI with Tkinter

- Day 6-7: Add habit tracking + local storage (SQLite)

- Day 8: Add gamified reward system

- Day 9: Add graphs with matplotlib

- Day 10: Test and debug

- Day 11: Prepare pitch deck, UI mockup, documentation

- Day 12: Push to GitHub & Post on LinkedIn

Team Members & Roles

Solo project - all tasks handled individually.