Platform & Scenario

I designed a **Daily Quest Screen** for an **Android gamified habit tracker app** as a part of this assignment. The app twists routines into **game experiences** instead of an ordinary checklist. By rewarding and leveling users as they complete activities as the goal is to keep them engaged and entertained along completing their task since most users in this generation are gamers.

Screen Description

1. Header (Top)

Shows a small avatar character in the top middle.

Text: "Level 5 Habit Builder." at its left corner.

A progress bar for XP to the next level on the right corner.

2. Quest List (Middle)

Each habit and daily task is shown like a quest card:

- Drink Water – 3/8 glasses. (completed) 1hour cooldown.
- Study – 45/60 minutes. (30 minutes left)
- Exercise – 0/15 minutes. (pending)

Each card has a bold title, progress bar, and a "Claim" button when done.

3. Reward Section (Bottom Center)

Big glowing **button** that is named **"Claim Rewards."**

When tapped, a short animation (like confetti or coins) appears on top of the big glowing button.

4. Bottom Navigation

Includes: Home , Quests , Achievements , Settings.

Why I Designed It This Way:

Clarity & Layout

The design is simple and clear with the avatar and level on top, quests in the middle, reward at the bottom as most apps from games to usual apps like youtube and facebook.

- **Progress bars** make it easy to see how close you are to finishing.
- **Icons and bold titles** make habits easy to recognize.

Android Design Rules

- Uses **common Android styles** like cards, buttons, and bottom navigation.
- **Rounded buttons** and shadows make it look modern.
- **Fonts** are arranged so the titles stand out more than the details.

Accessibility

Not only colors but also icons and labels are used, so it's friendly for **color-blind users.**

- **Text** can scale with system settings.
- **Buttons and cards** are large enough to tap easily.

Feedback

- Tapping buttons shows a ripple effect.
- When a habit is complete, a checkmark or sound appears.
- Claiming rewards shows a message like "+50 XP Earned!"
- If you try to claim early, a warning appears like "Complete the task to claim"

This way, the app always tells the user what's happening.

Responsiveness

- On small screens, quests stack in a list.
- On bigger screens, quests can be shown in a grid.
- Bright colors and contrast make it readable even outdoors.
- Works for different users, including those with vision problems.

Conclusion

The Gamified Habit Tracker makes everyday habits into fun quests and game-like tasks As It also uses clear design, feedback, and accessibility features so users stay motivated and don't get confused. With this, tracking habits feels less of a chore and more like playing a game.