Sprint 8
Team 13

1. **Comfort Animated Animal:**

We plan to have a comfort animal in the app which will be the user's friend. We plan to have it reflect the mood of the user, meaning if the user enters happy in the check in then the animal will also be happy. Animation allows us to express emotions with ease and in a unique manner.

This link shows how to draw and animate the animal using the custom paint widget. The link gives step by step instructions on how to implement the animal.
https://blog.codemagic.io/flutter-custom-painter/
https://editor.rive.app/browser/227413/home

2. **Recommendation Model:**

As we mentioned in our research in sprint 6, we want to create a recommendation model for the user. Our goal is to suggest our user methods of coping based on the words they used in the journal, or suggest new songs based on their spotify playlist and maybe for some other things in our app if time permits.

This link is extremely helpful since it goes from the basics of what machine learning is and what kind of API's we can use in order to help with the recommendation model. It listed examples such as text recognition and face id. Then it also gives us step by step instructions on how to install the flutter ML plugins to allow us to use these APIs easily.

https://flutterdevs.com/blog/machine-learning-in-flutter/

This is another useful link that mentions good to use flutter packages for machine learning. The dart_sentiment package will be really useful for us when we build the trigger analyzer for our journal. It performs sentiment analysis of input text.
https://fluttergems.dev/machine-learning/

This link is beneficial for when we will link Spotify to our app. The method discussed in this link will allow us to recommend the user songs based on the user's playlist.We will implement this after we link Spotify with our app.
https://stackoverflow.com/questions/61777821/flutter-spotify-how-to-get-recommendations-based-on-seeds