Rajshahi University of Engineering & Technology
Department of Computer Science & Engineering

CSE 3100

Project Proposal

Submitted by: Name: Md. Mostafizur Rahaman Roll: 2103034 Section: A Series: 21	Submitted to: **Dr. Md. Ali Hossain** Professor Department of Computer Science & Engineering, RUET

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Project Name:

A "Gamified Habit Tracker" website.

Introduction:

A Gamified Habit Tracker is a web-based application that turns habit-building into an engaging, RPG-style experience. Users earn points, unlock achievements, and level up their "character" as they consistently complete habits.

Expected Features:

- **Habit Creation and Tracking:** User will able to set daily, weekly, or custom habits.
- **XP and Level:** By completing habits user will earn experience points, allowing user to level up.
- **Customization:** User will be able to personalize their avatars and dashboards.
- **Streaks and Rewards:** Consistent habit completion maintains streaks and unlocks virtual rewards.

Tools: Required tools for the project are:

- ➢ For frontend React, CSS will be used.
- ➢ For backend Django will be used.
- ➢ MySQL will be used for database.