

# Kid's Wellness Activity App

# Application Overview

This application helps parents increase their children's involvement in physical activity. Parents add children to their "accounts", providing them with their own login. The primary role of the parent then shifts towards tracking the child's physical activity (including step count and minutes) and entering it into the system. Every 10 steps or 1 minute of activity rewards the child with 1 second of play time or 1 unit of in-game currency. Children can login and use the in-game currency to customize their mascot character, allowing other users of the system to see their customizations.

# Users

User Type	Description
Parent	A parent is a registered user in the system. They have the permission to set up accounts for children and enter in steps/activity minutes so that the child may use the application.
Child	A child is the main user in the system. They login, “purchase” items for their mascot, and play games to earn more carrots.

# Minimum Viable Product

The following User Stories are the functionality required to build the “Minimum Viable Product”.

All must be completed in order for the project to be successfully completed.

## Login

As a user of the application, I need the ability to login so that I can begin to use the application.

## **Register**

As a Parent, I need the ability to register so that I can begin to use the application.

## **Set Up Children Accounts**

As a parent, I need the ability to add children's accounts to my own.

## **Record Physical Fitness Activity**

As a parent, I need the ability to capture step count and activity minutes for my child so that they can build up activity time and credit to “purchase” items within the application.

- For every 10 steps, a child receives 1 second of play time
- For every activity minute, a child receives 1 carrot.



## **View Remaining Time & Carrot Count**

As a child who has logged into the application, I need the ability to view how many minutes & carrots I have remaining. When time runs out, the application should prevent access to certain areas.

## **View Mascot Character**

As a child using the application, I can view my own mascot and see the customizations for it.

Customizations include:

- Backgrounds, shirts, color, hats, accessories, etc.

## **Add Items to Closet**

As a child who has logged into the website, I need the ability to purchase items for my mascot with carrots that I have accrued.

Purchase items includes:

- shirts, shoes, hats, accessories, and backgrounds

## **View Closet**

As a child using the application, I want to be able to view my closet of items that I have “purchased” so that I can customize my mascot character.

## **Customize Mascot Character**

As a child using the application, I want to be able to select a product that I have purchased in my closet and apply it to my mascot character so that it has a unique look.

# Optional Features

The following User Stories are ideas for optional features that can be added to the application after all MVP functionality is complete.

## Leaderboard Rankings

As a child using the application, I want to be able to see a leaderboard ranking all users in the application by the total activity credits that they have acquired.

## **View Other Mascots**

As a child using the application, I want to be able to see another user's mascot and some detail on who they are.



## Friends List

As a child using the application, I want to be able to add other users to a friends list so that I can keep track of them and see their awesome mascots.

## **Built-In Games**

As a child using the application, I want to be able to play a game during my allotted time so that I can acquire more carrots or playtime.