

TEAM RUN

Team members:

Daniel Herrera; daniel.herrera.842@my.csun.edu (New Team Leader)

Carlos Martinez; carlos.martinez.959@my.csun.edu

Anthony Jimenez; anthony.jimenez.396@my.csun.edu

Osbaldo, Bravo; osbaldo.bravo.056@my.csun.edu

Harut Kulakchian; harut.kulakchian.037@my.csun.edu

Project Idea:

Workout RPG App

Brief Proposal:

Our team decided to continue working on our previous project, Workout RPG Tracker.

This app is a very exciting idea because we want to combine fitness tracking with an RPG style character system. Users log their real workouts in the app, and their in game character grows based on what they do in real life. For example, if someone does push ups and records them their character's strength increases. If they train legs their characters leg stats improve. Our goal is to make working out feel more interactive and rewarding. We also want to build the water feature. Users will be able to log their daily water intake and drinking enough water will give their character boosts like extra health or stamina. This is a feature we decided to add and maybe add more than just water intake options. (pre workout or energy drinks, mostly thinking of popular drinks people will take)

Our goal is to turn this from a basic concept into a more complete and well designed application that shows real growth in our skills we are learning from this class.