

Application documentation

Foreword and Objective:

The idea for this application arose while reading the book: Four Thousand Weeks – Oliver Burkeman. The author describes a technique that acts as a remedy against monotony. The Octyssea application could potentially aid in this battle. The name alone suggests that it involves an:

Octopus: An animal known for its intelligence, displaying signs of child-like curiosity and playfulness.

Odysse: Homer's epic describing Odysseus's journey as he searches for a way home for ten years, encountering various challenges and adventures along the way.

The application is intended to function as a semi-social network in the future, where the user receives a simple interesting challenge every day. The daily challenge should teach him to think differently and enjoy life, whatever it may be, and bring him closer to the present moment in which not everyone lives. This is paradoxical, as the most fundamental essence of life is living it, not just experiencing it, waiting for the future, or dwelling in the past. Subsequently, each user would receive a point for every challenge completed. Based on this, he could compare himself with his close ones, friends, or the entire world.

Description:

Currently, the application is in the early stages, and it has not been possible to implement all the features that I had originally planned. Octyssea v1.0 is implemented in a console interface and has several basic functions.

1. Registration
2. Login
3. Listing of all users and their scores
4. Searching for a user by name or ID
5. Preview of the user's own profile
6. End

Future Plans:

My goal is to put this application on Google Play/App Store, where I could determine whether this application makes sense and has potential or not. In any case, a long development journey still awaits it. The foundation has already been laid.