**Core Features**

Our application will have a login feature for security purposes and to aid in data collection. User information will still remain anonymous regardless of the login feature. The rest of the app is divided into 3 core functionalities: Mood tracking, a game, and a mental health toolkit.

Mood Tracking

This will be the first screen that the user sees once they open the application. This aspect of the app will require users to self report their moods on a daily basis. There will be multiple moods to choose from to more accurately portray the user's’ mood. A calendar feature will also be integrated into this to allow users to view their moods in days prior and to assess when they are having consecutive bad days.

The Game

Once the users have reported their moods, they will be prompted to play a game. To begin, the app will offer one game but will expand to give the consumer base more diverse options to choose from. The game must be simple and easy to play.

Mental Health Toolkit

Once the user chooses to stop playing the game, they will be redirected to a new screen which will provide information on all the mental health services available to them. Ultimately it is up to the user to utilize these services, however, this aspect of the app serves only to bring attention to the resources available.

**Optional Features**

Some of the initial optional features that would increase the value to the user include event/push notification and mental health. These notifications would again serve as tools to raise awareness to the services available to the user. As well push notifications would be linked with the calendar to notify the user that they have had a bad few days and to provide recommendations of services they may utilize. The mental health tips may be a seperate screen to provide users with advice. For example, it may give the user tips on how to better deal with stress or even how to maintain proper study habits. A key optional feature would be a daily journal. This would allow the user to write down their thoughts each day. Our calendar feature allows the user to track how they were feeling each day, however, a journal feature would allow the user to track why they were feeling a certain way on a particular day. The journal would be viewable to only the user.

Additional features to the game aspect would be adding more complex games for those who like to be challenged. Even integrating a points/reward system to entice the user to open the app every day. Including a chat room or forum where users can chat with each other anonymously is also a possibility. It will be up to their discretion whether or not they would like to continue to remain anonymous. General options include expanding the languages the app is available in (as the consumer base grows). The final optional feature would be a routine tracker. This would monitor fitness (with potential fitbit connectivity), alcohol consumption and drug use and these all have an effect on a person's mood. Of course, these would have to be self reported and may result in inaccurate data.