**MVP**

Our MVP is an app that will meet all the objectives laid out in the previous section. The app will engage the end user in mental health programs by giving the user information about available mental health programs at the university. The information will be accessible in the app, and highlighted when the user shows continual poor mental health over a period of time. This will be tracked through a mental health response feature recording moods day to day, ensuring that those who need the information the most have it. Users benefit by seeing the progress and trend of moods, and are able to get feedback on themselves and can adjust their lifestyle and routine accordingly. The information gathered on this feature will also be available to the University. Aggregated data gives the university the best overall scope of the campus mental health, ensuring that mental health programs are effective. The app will also have calming and distracting games. Users will initially engage with this aspect to help with their low levels of stress and anxiety. As the stress builds beyond what the games can realistically help manage, the app will recommend services to the user. By combining mood tracking, large data, engagement, and low level distraction, our app will complement current university programs, and improve mental health.