**Rationales for core features**

In order to provide value to universities via data collection, we must use a common tool in order to accurately compare data from user to user. This tool is our mood tracker. With this we will have multiple moods to capture more than just two emotions. This will ensure more accurate data collection rather than just having a “happy” and “sad” mood. Allowing the user to input their mood will not only aid in data collection but we hope that by visually seeing their mood through the calendar function they will be more likely to seek help.

The rationale behind the game is to distract the user from whatever may be bothering them at the moment. The game must be simple and easy to use in order to avoid frustrating the user and worsening their mood. The aim of the game will be an added incentive for the user to open the app on a daily basis as well, we chose to include a game to not only distract the user but to potentially elevate their mood.

The first two features of the app build up to the mental health toolkit. The rationale for this component is to bridge the gap between the user's’ knowledge of mental health services to what is actually available to them. This component provides information to the user on the services available to them.