420-331-VA APPLICATION DEVELOPMENT 1 (DESKTOP) sect. 00001

Team Project Proposal

Project Name: MemoBlur

**Section 1: Executive summary**

Drinking alcohol is a big part of many social events and hangouts, but it often comes with problems such as overconsumption, unpleasant hangovers, or poor decision-makings. Many people often wake up with the feeling of regret or not being able to remember their memorable night. To solve this issue, our project introduces a solution designed to help users drink more responsibly while having fun. Each user can create an account, share photos, see statistic and even invite friends. This project doesn’t aim to stop people from drinking, but rather encourage them to do it smarter, or to at least keep the activity fun and memorable. It can help a user understand what’s their limit, their favorite brand, what exactly can lead to a bad hangover.

For example, who drank the most, who had the worst hungover, who had the least hungover and who drank the least. Aside from that, for your own personal account, the app will calculate which drink affects you the worst, the best, how much of each drink should you drink to have a pleasant evening. It’ll also give you statistics of which drink you drink the most and on which days you do so.

**Section 2: Project background**

Many people struggle with their alcohol intake or simply do not remember how severe their hangovers or blackouts are. Of course, some people drink responsibly and less often than others. This application should not only promote responsible alcohol consumption but also turn it into a fun and memorable experience.

This project aims to address this issue by creating an application that allows one to log their drinking habits, the severity of their hangovers, some pictures for fun, and evaluate their health. We equally want to make it a fun activity by encouraging the users to track their alcohol intake by their level of enjoyment, which later will provide a personalized statistic.

The users can log in and update their status by logging the amount they’ve drank, if they had a hangover, what brand they drank and other things. They can upload pictures as well if they want to share highlights of an event.

**Section 3. Solutions and approach**

The primary goal of this project is to create a platform that promotes responsible alcohol consumption while enhancing the social experience of drinking occasions. Our vision is to transform the way people engage with drinking. It should not discourage anyone, but rather encourage awareness, personalization, and reflection. We want to help users better understand their limits, identify their preferred drinks, and remember the fun moments from each event that they had, even if they will not remember anything the next day. We aim to deliver an app that is not only functional but also fun, user-friendly, and meaningful.

**What the Project Will Deliver**

The project will deliver a fully functional system with the following features:

**1. User Authentication:**

* **Registration:** Users must provide their first name, last name, email address, username, password, gender, age, height, and weight.
* **Login:** Users can log in using their registered username and password.

**2. Dashboard Access:**

* After logging in, users are directed to a personalized dashboard.
* The dashboard displays past occasions, individual stats, and recommended insights.

**3. Occasion Logging:**

* Users can create a new drinking occasion by entering:
  + Occasion name
  + Occasion location
  + Category (e.g., party, dinner, festival)
  + Date
  + Invited participants (other registered users)

**4. Drink Logging and Rating:**

* During an occasion, users can log each drink consumed by:
  + Selecting the drink type and quantity
  + Rating the drink from 1 to 10 (enjoyment scale)
  + Rating their hangover the next day from 1 to 10

**5. Media Upload:**

* Users can upload pictures (and potentially videos) of the occasion.
* All invited participants can contribute media to the shared occasion timeline.

**6. Occasion Summary and Statistics:**

* After the occasion is marked as “Finished,” users receive:
  + A summary of who drank the most and least
  + Hangover severity comparisons among participants
  + Highlights and media memories from the event

**7. Personalized Insights and Analytics:**

* Individual user statistics include:
  + Most frequently consumed drinks
  + Drinks associated with the most and least severe hangovers
  + Optimal drinking amounts based on past experiences
  + Drinking patterns (e.g., common days and types of events)

**Section 4. Who will take ownership of the project?**

This project aims to target anyone who consumes alcohol. It widely targets young adults and social drinkers who frequently attend parties, hangouts, events and gathering. It also encourages others to build better drinking habits or to monitor how different drinks affect their body.

This application promotes responsible drinking by allowing users to track their drink consumption, rate how they feel, and reflect on their hangover severity. It provides personal insights to analyze their drinking patterns over time and offer feedback. This project also supports memory and social bonding by allowing users to share photos and videos, which can be saves as memorable events. It helps solve the issue with lifestyle tracking for those who wish to improve their health as well.

**Section 5. Additional documents**

To help visualize the concept of the app, the following material can be used:

* Drink Logging interface
* Event gallery
* Login and registration screens
* Slogans
* Description brochure
* Studies and articles about alcohol consumption
* Statistics and graphs for personal insight

**Section 6. Team Members**

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