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CS310 Mobile Application Development Project, Group 22

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FitQuest

- Main Purpose
 - The main purpose of this application is to make exercise management easy and fun by gamifying your progress by associating your exercise with in-game attributes so you can visualize your stats, then you can level up your digital self by keeping training in a constant way.
- Target Audience
 - Young people that want to approach a healthier lifestyle in a more easy and entertaining way.
- Key Features
 - Level representing your consistency, and increases when your xp (experience point) reaches a certain threshold.
 - Visualize your abilities as numbers and graphs.
 - Easy way to organize your training routines and load progress.
 - Hp (health point) bar that decreases every time that you miss a scheduled training, if it goes to zero you will lose all progress and need to restart.
 - Daily quests that help your health, like “walk 6000 steps”, “drink 2 litres of water”, ecc...
 - Weekly counter of daily lost calories
- Platform
 - The app will be developed using Flutter for mobile.
- Data Storage
 - User information, like email password, weight, age, height, mock up training divided by difficulty, time to execution, burnt calories and muscle group, and finally when the users train and their current load.
- Unique Selling Point
 - Gamified experience of a usually difficult task and makes exercise more accessible.
- Challenges
 - Make the experience seamless and fun, with a great UI and UX.