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**ABSTRACT**

Mood can be defined as a temporary state of mind or feeling .But your temporary attitude can spoil your entire day, your families and your friends’ as well. This project provides a way to neutralize and stabilizes your mood when you feel your frame of mind is getting in the way of living life.

The project involves discovering the best ways to take the most out of the emotion you have at a particular time. The goal/purpose of this project is to create an easy and convenient alternative for people who want a suggestion on how to deal with their troubling emotions and share an exciting adventure every time they experience a new mood. Additionally this system will create an alternative opportunities for places to promote their services and events

1. **INTRODUCTION**
2. **Background**

Emotion is often the driving force behind motivation, positive or negative. We can be sent into a mood by unexpected events or also just fall into a mood. This unexpected turn of events can affect a person in many aspects of his/her life such as work, relationship, daily plans, schedules and friendship. The realization of this fact was what got us to come up with an app that assists a person to reset his/her state of mind to normal.

The other motivation behind this project was most residence of a city rarely knows the city they are living in. This app will offer a chance for companies to register and advertise their services. And people could choose from the lists of potential places to suit their mood with directions to reach the destination.

Thinking of a system that inform us where to find a place that matches our mood and also provide us with direction along with the service they provide seem like a very exciting ,fun and easy way to solve the problem at hand.

We believe that this project will be very popular among teens and young adults who will have lots of moody days ahead of them and are frustrated by not being unable to find a relief for their emotion.

1. **Existing Systems**

Even if there exist some websites/apps that give content based on mood or ambition, most deal with either about a single mood or try to fix it using a single element .some of these apps include songza.com and moodfuse.com that lets you chooses a playlist based on your mood, Hoppit which claims to help you find restaurants based on mood and YouTube’s Moodwall a YouTube failed experiment to show videos based on your mood. Another set of websites deal with moods that are constrained to emotion which are more of a medical condition rather than people’s day-to-day emotions such websites include Moodtrack diary, moodlitics and Emoods bipolar mood tracker. Although our websites also determines the mood and gives suggestion to service providers, there are a whole lot of service a place can provide that can improve that many number of moods, this is what makes our project unique from the other above, it will deal with numerous emotion and can give different elements to deal you mood.

1. **Statement of the problem**

This project has a goal to help people with mood swing. People should have something that helps them to get the best of their state of feeling. The system gives suggestions and alternative things to do. They may get to do exciting things; they may have an amazing experience, learn new places from their surrounding and share them with other users.

Our mood can change everything. Our interaction with others or our efficiency on work totally depends on our feeling. Affecting; the people around us, decisions that we make daily, even our work and such things leading to a bad day or maybe even a bad decisions being made.

In response, we propose to provide a way to heal people from their bad emotions and to neutralize their state by providing helpful alternative things to do and giving them a chance to share their experience.

1. **Objective**
2. ***General objective***:-Creating an emotional outlet for everyone who needs to liberate themselves from their mood, emotion or attitude by paring them with places that offer the service needed at a convenient place and time.
3. ***Specific objective:***

- Building a system which is open to advertising amazing places.

- Creating a way to promote events taken place at a particular place.

- Creating a system that improves services based on feedbacks given.

- Familiarizing individuals with the city they live in.

- Creating an easy way to enjoy your city.

- Forming something that could be a potential alternative to therapy

**1.5 Proposed System**

The system we are proposing will have two types of users. Individuals are the first users and places are the second ones. Users should create a profile and signup prior to using the system. It acquires the users’ felling/mood as an input then it provides different kinds of suggestions based on the user’s (individual users) mood. It should also give users an opportunity to give their feedback about the places they have visited and also can report a spam if they have not found the given place at the given location. Places will be permitted to register as a service provider. The service suppliers will make available their location, the services they give and the kind of mood they believe they can fix.

* 1. **Feasibility study**

1. **Economic feasibility**
2. **Developmental cost:**

* Personal cost : none
* Equipment costs: any hardware or software acquired for the project -none
* Computer usage cost - none
* Supply and material cost - none

1. **Operational cost**

* We do not have any operational cost.

1. **Technical feasibility**

Anyone can relate to the solution proposed above, which makes it practical. This is an android application and It’s a little bit difficult since we have to study new technologies to make it real. Regarding technical expertise we have eight group members, which denote we have enough ability to construct the proposed system. The system can be developed on recent versions of windows platform.

* 1. **Scope**

The system creates a chance for people to get a relief from their bad moods by allowing people to see any suggested places around them. It will only suggest places for now. We can add other suggestions but our time limitation won’t let us. The system will be limited within urbanized areas only, since getting location will be difficult in non-urbanized areas.

* 1. **Methodology**

We will use the staged methodology. We are planning; to solve the problem by reading basic concepts for the implementation, meeting on a regular basis once a week to catch up on our program. After completing our reading, during implementation everyone will have a specific task/topic to work on and the regular meetings will continue.

The system design will need to closely observe how to implement our requirements and discover what components and techniques we will need to accomplish this task .Finally we have to pay close attention to the integration of different parts of the system. We will need to communicate with the users on how to better the systems design and performance.

The system should be preferable for all ages. So it should be easy and inviting to use. The Constraints we might face will include - time –knowledge – resource shortage – too much features – unknown and unpredictable feelings.

The systems success is going to depend on the satisfaction and fulfillment of the users. There will be integrating testing, system testing and user testing. Integration testing tests paths between different modules to check if all modules work correctly together, while system testing helps to check if the system meets the specified requirements. It can be achieved by using the black box testing. For the user testing we plan to use actual customers for the test. We plan to invite some of our class mates to use the system to give us their professional views from a programmer’s point of view and others for their non-programmer opinions. This can help us to see if there are any bugs from the users’ point of view. Customers can be programmers and non-programmers. And bugs will be fixed according to their priority.

**Reference**

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