Once the user enters the system the system will display 2 buttons either login or sign up.

**Flow 1 Login**

Login requires username and password(username is the id no. of the user)

Once Login is Successful it will redirect to the Main menu and if not successful it will ask the user to try again.

**Flow 1.1 Main Menu**

Main menu will display 4 buttons which will be

- Form a New Habit
- Ongoing Habit
- Edit Personal Info
- Logout

**Flow 2.1 Form a New Habit**

When the user clicks on new habit the system will ask the user for;

- Name of the habit
- Choose a timeline (Minimum of 1 month and Maximum of 2 Months)
- Choose Motivational Reminder settings (Weekly or Daily)
- Choose Insights method(Graph or Chart or Both)

When the user is done inputting the required data then a user Guideline will be given (A paragraph on working of the system and explaining the Gamification). Below this will be displayed the Confirm button that will start the process.

**Flow 2.2 Ongoing Process**

Once the user enters here there are 2 buttons

- Track habit
- Abort process

**Flow 2.2.1 Track Habit**

It will again have 6 Buttons

- View Streaks
  Will show the streak of the days that's going on, if the streak is broken then it will display as 0.
- View Points
  View points includes of badges as well. Batches will be earned using points, there will be 3 types of batches which will be Silver, Gold and Platinum. Silver badge will be achieved by achieving 75pts, Gold will be achieved on getting 150(when the goal is achieved) When the goal is achieved the user will also get another title of Commited to goal
- Upcoming Challenges

Will display the next coin that the user will be receiving and when the next badge will be achieved by the user and how many days are remaining.

- View Insights
  Will show the graph or chart or both as chosen by the user and will also show the number of days that has passed by and are yet to pass. Can use the pharse "Commited days" and "Days of commitment yet to come"
- Update Reminders
  Can change to weekly to daily or vice versa
- Update Goal
  Edit timeline which can be changed to 1 month to 2 or vice versa

**Flow 2.2.2 Abort process**

Will delete the whole Habit formation thing

**Flow 2.3 Edit Personal info**

- Update Age
- Update Password
- Update Phone Number

**Flow 2.4 Logout**

**Flow 1.2 Sign up**

- Requires ID that will be used for logging in
- Phone number
- Age
- Password
- Name

**GAMIFICATION**

**Gamification is used via points which will contribute in gaining the badges**