FYP Project Plan IEM y4 - Bob Liang

**Project Description**

**Development and gamification of a healthy lifestyle mobile application**

As more and more people are recognizing the importance of taking care of their personal health, an application that helps to keep track of all the personalized health information and provides healthy living recommendation and tips would make it much easier to maintain a healthy lifestyle. The problem with apps on the market right now is there are many aspects to taking care of health, such as fitness, nutrition and supplementation. However, most apps only manage one aspect of healthy living.

Therefore, the objective of this project is to design an all-in-one mobile application that is capable of tracking users' healthcare records, nutrition plans and exercise schedules while also be able to give personalized tips on healthy living practices. Gamification will also be applied to this application where users can compete against each other and complete challenges to enhance the user experience and make the process more entertaining.

**Technology used**

For the UI/UX design of this project, I will be using Figma to create the prototype for this project. It is a free open source platform for graphic design and UI/UX design creation.

For software development, flutter will be used as the full stack framework throughout the development of this application. For back end database and server client bridging, I am still contemplating between using a local host or online service.

For graphic design, I will be using Adobe After Effects together with Lottie framework for creating any type of animation and Adobe Photoshop for creating custom graphic components.

**Project phase**

This project will be split into three phases, project planning phase, software development phase and debugging & refinement phase.

The first phase will be planning and research phase which will last a month. In this phase, I will be doing competitor analysis and user interface research to decide the functions I will be creating for my application and the interface design for my application, basically prototyping for my project.

After coming up with the prototype, I will be starting phase two which will last until February, where I will be conducting the development of my project. Within this semester, I finish creating all graphic components being used in my project. Besides that, I will try my best to finish at least 50% of building my application through software engineering, and finish the rest by February of the next semester so that I will have about a month for the next phase.

In the final phase, I will be debugging and make improvements to my application while preparing the final report and the final presentation.

Here are the details of each phase:

Planning phase: (finish in Sept 2023)

* Competitive analysis
* User persona design
* User Interface and User experience design
* Creating wireframe

Development phase: (finish by Feb 2024)

* Graphic design
* Database creation
* Front End development
* Back End development
* Server - client bridging

Finishing phase: (Mar-Apr 2024)

* Debugging issues of the application
* Make improvements to issues raised from using the developed application
* Drafting FYP report, preparing demo and presentation

//FYP progress Gantt Chart Link:

<https://docs.google.com/spreadsheets/d/1oO-eipwMmebG7xytecgq6NjcZZU9RofP_dSv2FbXeEM/edit?usp=sharing>