

## Purpose

Aimed to Build a System that would:

- Improve Long-term Quality of Life
- Use a Consistent Reward Based System
- Provide an Interactive Experience
- Establish Healthy Habits for a Lifetime
- Focus on the Users:
  - Physical Wellbeing
  - Mental Wellbeing
  - Emotional Wellbeing

## Features

- Alarm Clock
- Wireless Charging
- UV Cleaning
- Sleep Environment Sensor
- Built-In AI Assistant
- Physical, Mental and Emotional Activity Prompts
- Automatic Locking Mechanism
- EmotionMirror App Integration



# Well-Phone

## Smartphone Lockbox



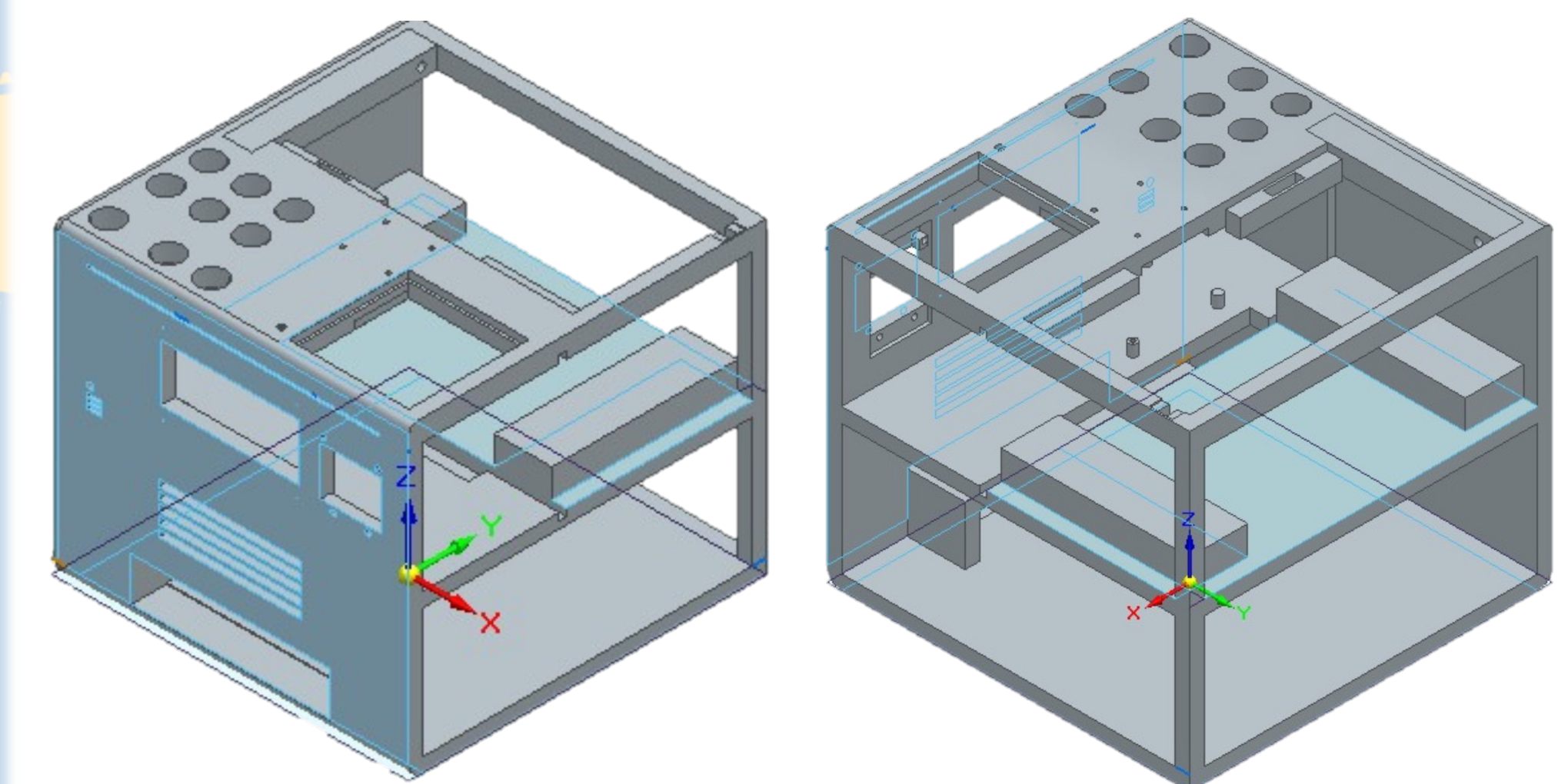
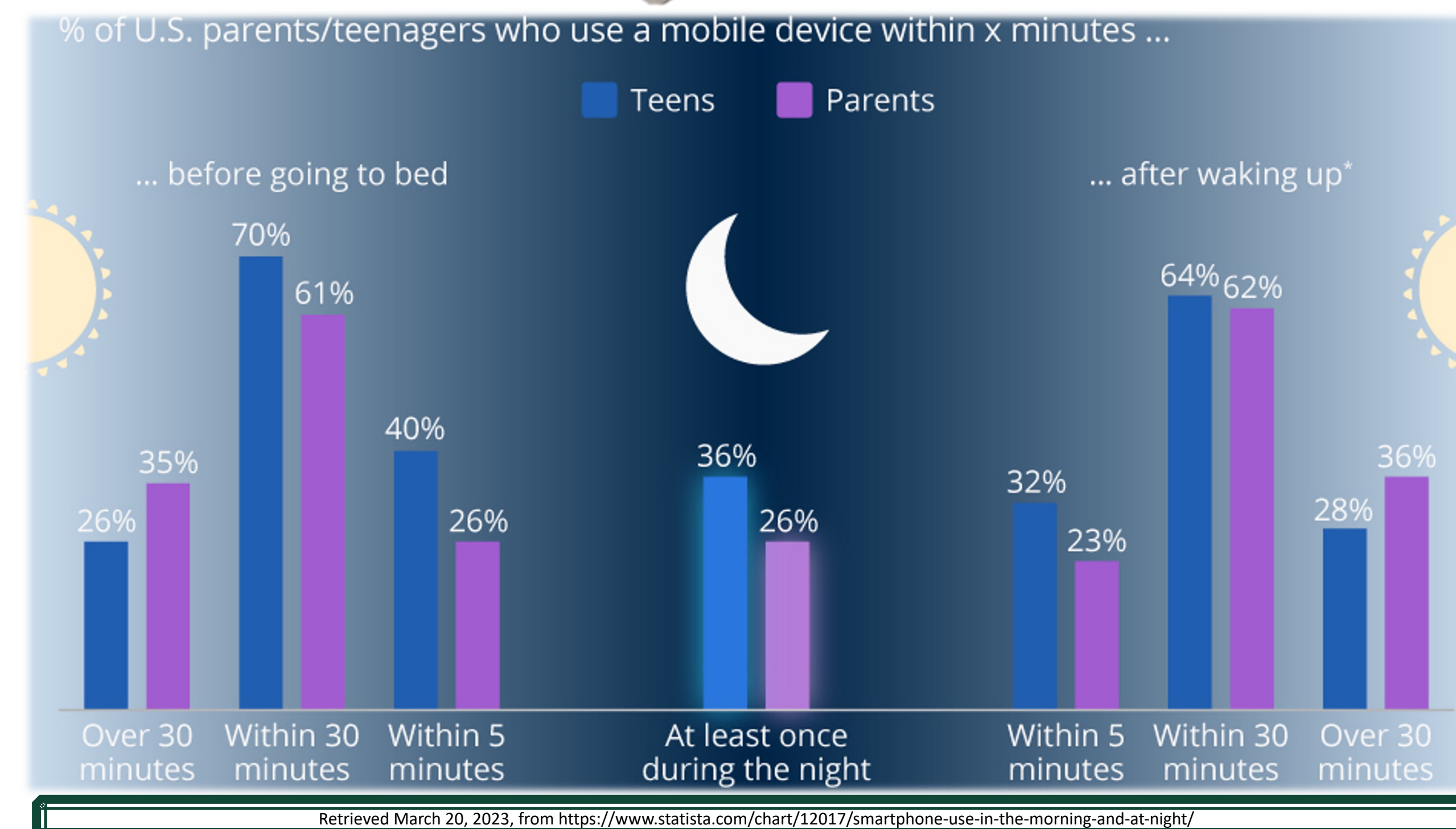
## Benefits

- Develop Positive Behaviours
- Long-Term Gratification
- Builds Healthy Habits into Adulthood
- Recognize Feelings
- Improves Physical Health
- Better Sleep Quality

## Next Steps

Turning the Well-Phone into a usable tool for children by:

- Create app that controls Well-Phone Lockbox.
- List activities/goals to set on app
- Make rewards list that displays current streak and points to claim reward.



**COME SEE US IN ED 114!!**

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