

Ten Tenets for a Happier Life - Final Report

(1) Introduction

- I have started creating the front end of a gamification of goals website/eventual application. The user will be able to set weekly goals and complete them for points. There will also be bonus points for sharing photos to social media to further engage users.

(2) Design and Implementation

- Started by thinking about the different elements I wanted my website to have and created a wireframe
- Set up my Github repository and cloned it to my local machine
- Copied and pasted a basic HTML template and deleted all but the useful links like Bootstrap and jQuery
- Went back through the lessons to make sure I set up my project correctly, such as initializing NPM
- I started with my background as an image but realized this created many problems, such as unwanted white space at the bottom of my web page upon scrolling. There didn't seem to be a standardized way to implement this, so I changed the background to black instead.
- Made the footer navbar disappear on screens smaller than medium screens.
- Used Inkscape open-source software to create a very simple logo and put this in my footer and jumbotron as a link to the homepage.

- Added a login button on the index page and created a login modal. I used margins to adjust positioning slightly.
- Added a Bootstrap progress bar which later will have functionality.
- Added the template where user goals will go which later will have functionality.
- I could not get my social icons to work, so I worked through that issue until I realized I needed to download Font Awesome on my project. This resolved the issue.
- Created a contact form on the contact page and justified the text center.
- Created a carousel on the how to play/about page that explains to the user how the game works. Used the template from the one we created in class to customize it for my project.
- Used pixabay images throughout my project as direct urls to the computer optimized size.
- Something that bugged me is the cursor when hovering over the login modal looked like the cursor when a user is supposed to enter text. Searched CSS cursor classes and was able to change this to a pointer cursor so the user will know there is something to click on.

(3) Conclusions

- This was a challenging and rewarding project. I learned that trying to tweak the intended way an element is supposed to be used can cause unintended consequences and probably just shouldn't be done (such as trying to make my entire website background a photo). This also lost me precious coding time.
- I am continuing to develop my front-end skills. I learned about cursor icons, justifying content with bootstrap, and bootstrap progress bars through searching documentation for my project.

- I like the simplicity of my website, but part of the simplicity is the lack of time to continue to build the website to look more professional and add more functionality. I am excited to continue working on this website in my future Nucamp courses.
- In hindsight, I would have used something other than a carousel for the how to play page. It is not properly accessible for screen readers so perhaps it should not be used for important content that helps the user know how to engage with the website. I would have continued to build out the different components for greater depth and functionality.



THIS WEEK'S PROGRESS



GOAL ONE

Please set your goal in the following category:

GOAL TWO

Please set your goal in the following category:

GOAL THREE

Please set your goal in the following category:

GOAL FOUR

Please set your goal in the following category:

GOAL FIVE

Please set your goal in the following category:

GOAL SIX

Please set your goal in the following category:

GOAL SEVEN

Please set your goal in the following category:

GOAL EIGHT

Please set your goal in the following category:

GOAL NINE

Please set your goal in the following category:

GOAL TEN

Please set your goal in the following category:





SET YOUR WEEKLY GOALS

Set your weekly goals under the happiness categories.
Start as small as you want or challenge yourself with stretch goals.
See our [inspiration](#) page for ideas to get you going.



Ten Tenets for a Happier Life

TEN

[GAME](#) [HOW TO PLAY](#) [CONTACT](#)

We are here for you.

Full Name

Phone Number

Email

Please tell us what is on your mind. We will get back to you within 2 business days.

Submit

[GAME](#) [HOW TO PLAY](#) [CONTACT](#)

TEN

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Ten Tenets for a Happier Life - Assignment Two

(1) Introduction

- I am creating a simple gamification of goals website/application. The user will be able to set ten weekly goals. Completing the goals is how the user gains points, and there is a heavy emphasis on utilizing social media to get the most out of the game. The user will be able to log in, customize their goals within preset categories, gain points, and level up. The user will lose points and lose levels if the goals are not completed.

(2) User Interface Design and Prototype

- Please see the attached images to see my wireframe.

(3) Navigation Structure

- There will be three sibling pages: game (home), about, and contact.
- The user will land on any of the three pages with the ability to very easily get to any page within the website. There will not be breadcrumbs because the website will be so simple. There will be an easy-to-see icon for the user to log in which will bring up a modal for the user to log in.

(4) References

- <https://www.impactbnd.com/blog/18-award-winning-website-designs>
- <https://wireframe.cc/>

Ten Tenets for a Happier Life - Assignment One

Ideation Report

(1) Introduction

- **Ten Tenets for a Happier Life** will be a gamification of goals website/application.

The primary difference between this game and others will be the focus on and incorporation of social media and the ten preset weekly goal categories to keep the game very simple. The weekly goal categories will be as follows: (1) get enough sleep, (2) organize something, (3) clean something, (4) eat healthy, (5) exercise, (6) learn something new, (7) read or listen to an audiobook, (8) do something for someone else, (9) make progress on your career or passion, and (10) feed your spirit. The user will gain experience points for completing the goals each week.

There will be bonus points for taking before and after photos (for example, before and after doing the dishes) or experience (for example, a selfie preparing to meditate) and posting them to social media with a hashtag specifically set up for this game. There will also be bonus points for reacting and/or commenting on others' goal photo posts with kudos and encouragement. The specific details of the game may be subject to change as development progresses.

- The incorporation of social media will hopefully serve as an element of accountability, social interaction which also increases happiness, and self-advertising for the game.
- This could be a marketable product as a standalone gaming application with limited ads or a one-time cost/subscription service with no ads.

(2) Expected List of Features

- The ability to create a gaming profile and see others' gaming profiles. The ability to set goals and check them off to gain experience points. The ability to level up. The incorporation of social media.
- Negative consequences for not completing weekly goals.
- These features all increase the likelihood of a user's interest in the website/application.

(3) Market Survey

- **Habitica** - The user can set goals and level up. There is an enormous online community but no incorporation of social media. The game is infinitely customizable and can be complex which may be overwhelming for some users.
- **SuperBetter** - This appears to be a more advanced gamification website/application in which the user adopts secret identities and fights bad guys. There does not appear to be incorporation of social media.
- **Life RPG** - This website/application gives the user the ability to set goals and level up. The scope of the goals also appear infinite, and it does not incorporate social media.
- **Thirty – Get Inspired** - This game incorporates 30 day challenges which limits the scope somewhat and also incorporates photos/videos for accountability purposes. It may be the closest in some ways to the game I am building, but there will be more of a focus on social media specifically with my game. The goals will also be preset somewhat and checked off on a weekly basis.
- **Bounty Tasker** - This game allows the user to set goals and gain experience from completing them. It appears the main reward of the game is being able to further

customize the user's avatar. I may incorporate an avatar and avatar-related awards, but the primary focus will be the social media element. Creating an avatar may be beyond the scope of my portfolio project at this time.

(4) References

- <https://habitica.com/static/home>
- <https://www.superbetter.com/about>
- https://play.google.com/store/apps/details?id=com.jayvant.liferpgmissions&hl=en_US
- https://play.google.com/store/apps/details?id=com.twominds.thirty&hl=en_US
- <https://apps.apple.com/us/app/bounty-tasker-to-do-list-rpg/id1229566216>