

LifeScape

Open Source Gamified Productivity Application | RCOS Project Proposal | Summer 2024

> Vision

LifeScape is an innovative mobile application designed to transform your personal growth and productivity journey into an engaging and immersive experience. Inspired by the dynamic elements of Massively Multiplayer Online Role-Playing Games (MMO-RPGs), LifeScape provides a unique environment where users can set personal goals on a daily, weekly, monthly, yearly, or custom basis, track their progress, and stay motivated. In LifeScape, your real-life tasks and objectives become exciting quests. Completing these goals is akin to completing a quest in a game, unlocking new levels and rewards that mirror your accomplishments in real life. Each user has their own character that they can level up and upgrade using the rewards earned from completing quests. This gamified approach adds an extra layer of motivation to everyday activities. Moreover, LifeScape allows users to tailor their characters to specific classes based on their daily activities. For example, a user who studies a lot can develop their character into a mage, while someone who works out frequently can evolve their character into a barbarian of some sort. This customization adds a personalized touch to the experience, making the journey of personal growth more relatable and enjoyable. By turning personal development into a game-like adventure, LifeScape aims to make personal growth and productivity both fun and rewarding.

> Goals

LifeScape is a brand-new project, both in RCOS and in production. By mid-June, we aim to have the project fully set up for development. Our primary goal for the summer semester is to establish a solid foundation for the project.

We will begin by designing the User Experience (UX), detailing all the features we want to include, and creating the different pages that will support these UX designs. Following this, we plan to implement core functionalities such as character creation, goals creation, and a rewards system.

> Team

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> Milestones

- End of June**
 - Fully set up for development
 - Account creation and login
- Mid-July**
 - Integrate godot into react-native app
 - Home Page
- End of July**
 - Goals Creation
 - Character Creation
- Mid-August**
 - Rewards System
 - Rewards with Goal Completion
 - Character Customization

> Stack

Frontend - React-Native
Backend - ExpressJS, NodeJS
Game Engine - Godot
Database - PostgreSQL

> Contact

RCOS Project Page - <https://new.rcos.io/projects/lifescape/>
Project Code - <https://github.com/danny-zou18/LifeScape>

