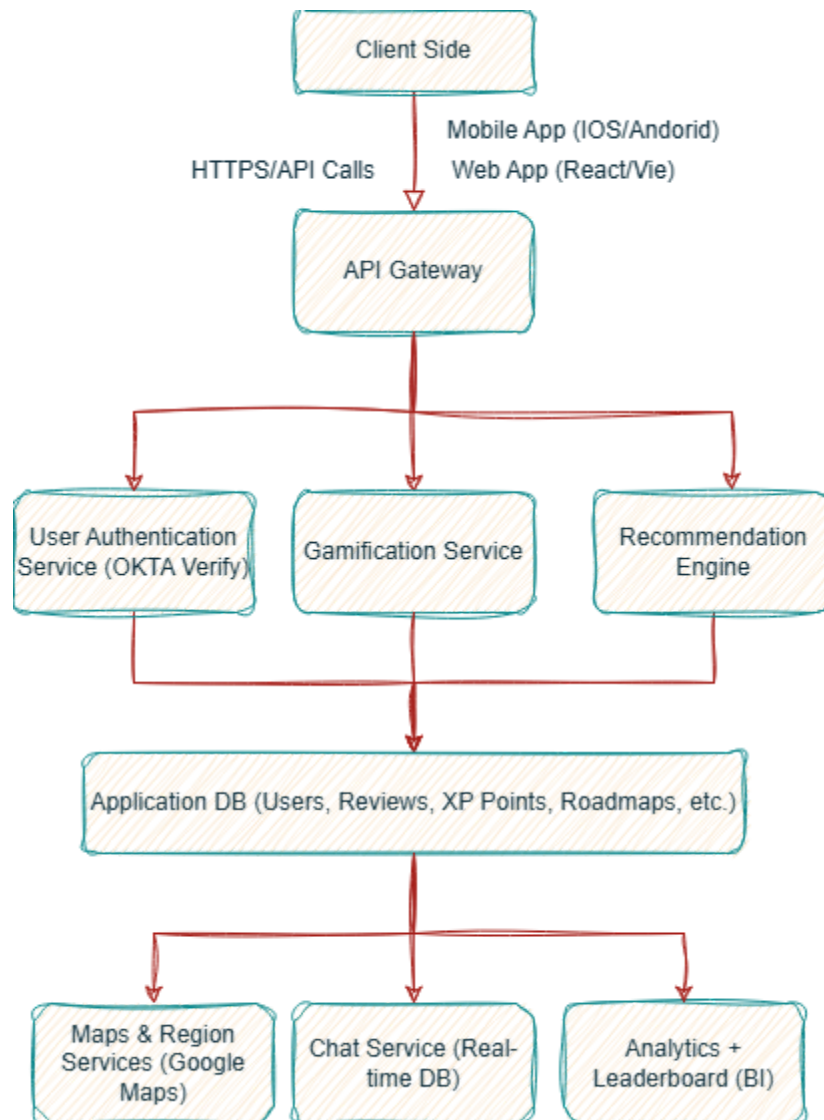


## High Level System Architecture



## IDEATION

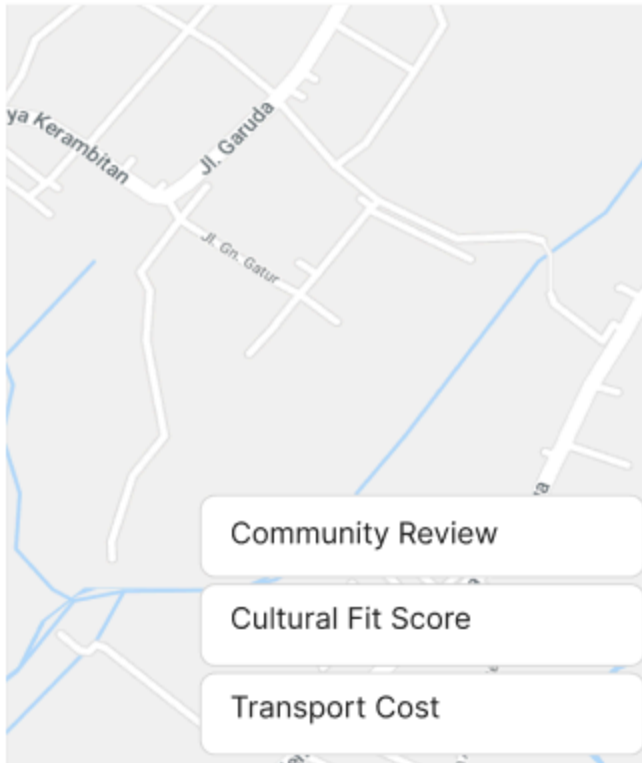
Feature	Key Pain Point Solved	User Insights	Gamification Embedded
Explore Region (Advanced Heatmap)	Choosing where to live and stay is unclear and stressful	Students prioritize cultural fit and transportation cost	XP for exploring & reviewing, badges and leaderboard
Smart Study Tool	Feeling isolated & unsure where to study	Many want easy study buddy and group study creation	XP for joining groups, badges for connectors and quests completion
Review & Career Roadmaps	Uncertainty about subjects 7 career connections	User think task-based, not title-based	XP for reviews, level-ups and streak badges

<https://www.figma.com/design/6QUqZQZrxKaBej0sBhvNkp/INFO90010---Low-Fidelity?node-id=4-3&t=Rh0JkGnjyCDaMN56-1>

Level 3  120 XP

### Explore Region

+20 XP when you explore regions



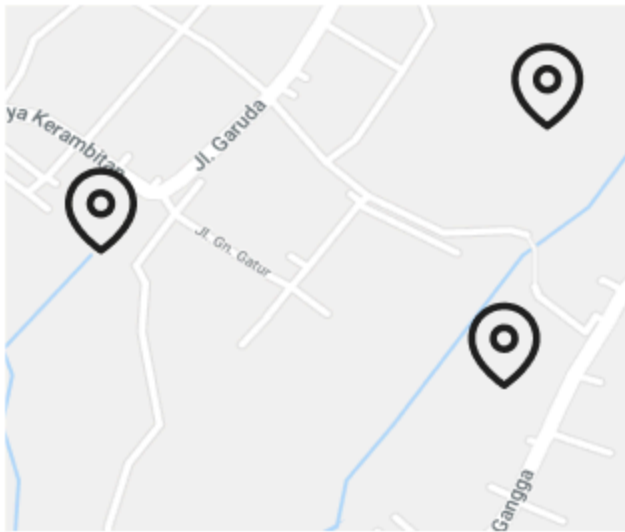
Leaderboard preview



Level 3  120 XP

### Smart Study Tool

+50 XP when you join a  
study group



Find Study Buddy



Weekly Quest



Level 3  120 XP

**Review Subjects**

SUBJECT



**What do you aspire to do?**

- ☒ Subject 
- ☒ Subject 
- ☒ Subject 

**Level Up!**

**You've reached level 4!**



## Dashboard



Home

Rewards

Settings



User 123

Level 4  
1580 XP



Suburb heatmap



+100 XP

For completing an activity!

Accept

Upcoming Activities



### Badges



Badge Progress: 3/5

