

Bee Garden App Design/Specification

1.0 General design

- Program will be themed around biodiversity (linking with the decline in bee populations) with a virtual garden and virtual pet bee.
- Focus will be on sustainable goals that university students can personally achieve on a regular basis.
- Completing goals will grant users points as well as seeds for the virtual garden, with persuasive technology implemented in the form of leaderboards which show the users with the largest number of points, as well as the social aspect of the virtual garden.

2.0 Login page design

- Will allow users to log in to the program, providing access to the home page.
- Accounts will be of different types (user, admin and developer.)

3.0 Homepage design

- Will allow users to access other parts of the program, as well as allowing admin users to access the admin page.

4.0 Admin page design

- Will allow admin users to approve users' goal completion.
- When a user submits daily goals or location goal completion, a request will be made in the database for an admin to accept.
- When accepted by an admin, the user will be given seeds in their virtual garden to plant.

5.0 About us page design

- Will state the overall goal of the program and describes its features.

6.0 Habit tracker design

- Will give the user a list of daily goals to complete.
- Each day, they will submit these goals and be rewarded with points as well as seeds for their virtual garden.

7.0 Location goals design

- Will give the user a location to visit on campus which is significant with regards to sustainability.
- Will feature a minimap using the Google Maps API.
- May give the user rarer seeds than the habit tracker.

8.0 Leaderboard design

- Will display a list of the top users, ranked by how many points they have.

9.0 Virtual Garden design

- Will feature a virtual bee pet, whose emotion will change depending on the user's activity.
- Will allow the user to plant virtual seeds which they can accumulate by completing daily goals in the habit tracker as well as location goals.
- Seeds will have different rarities, with rarer seeds typically being given by completing location goals.