**Proposal for Orbital 2020**

**Team Name:**

Fur-get me not

**Proposed Level of Achievement:**

Apollo 11

**Motivation**

As students with many tasks and activities throughout the semester, it is difficult and boring to keep track of the various deadlines and lessons one must attend.

**Aim**

To have an interactive virtual pet that will remind you of your deadlines and lessons.

**User Stories**

As a student,

1. I would be able to create an account and have a pet.
2. I would be able to sync the account with my NUSMods timetable to obtain information on my modules and lessons.
3. I would be able to create and add events into a calendar in the application.
4. my virtual pet will remind me when an assignment deadline is approaching.
5. I would be able to check with my virtual pet when and where my next lesson or lecture is located at.
6. I would be able to activate a study mode that whenever I use my phone, my pet will remind me to study.
7. I can customize and play mini games with my virtual pets.
8. I would be able to add friends on the app, message and play games with them and their pets.

**Features and Timeline**

Features to be completed by the mid of June:

Primary features of the application to be completed, for example, the user would be able to schedule reminders for assignments and use the app’s calendar function.

There will be a basic design of the pet which has simple animations and customization options available.

Limited functionality

* Able to add reminders for assignments and basic calendar functions for lessons and lectures.
* Able to have push notifications and alarms for the reminders

2. Pets

* One initial pet design
* Able to have basic customization and simple animations, for example, able to feed the pet and see an animation.

Features to be completed by the mid of July:

1. Syncing data with NUSmods

* Users would be able to sync their data with NUSmods so that the application would have the information on the student’s lesson times, locations and even exam dates.

2. Reward system

* Setting deadlines and completing them as well as playing mini games will cause your pet’s level to increase and unlock exclusive customization options

3. Social features

* Able to add friends and visit their pets
* Message and invite friends to play mini games

**Tech Stack**

1. Visual Studio (IDE)

2. C# programming language

3. Unity

4. Photoshop

**Qualifications**

Xingjian - Experience doing animation and 3D modelling in junior college through the Art Elective Programme (AEP)

Hope - Went for Data Science 101 course in python by Hackwagon Academy