**TERRA**

What can third world countries learn from the more developed nations?

When it comes to environmental sustainability, we believe that a deeply rooted reuse reduce recycle culture is integral to clean environments. Unfortunately, in several countries such as our own, this is missing.

The effects of this can be seen all around us. Piles of garbage cover the streets we walk, empty glass bottles and stray plastic wrappers are an abundant sight.

Our mission at Terra is to inculcate the culture of recycling through gamification of fitness.

The way we’ve approached this problem has been to create an app which tracks your daily fitness activities. For every kilometer of activity you participate in, the app rewards you with points we like to call “Terrabytes.” When you gather enough Terrabytes, Terra lets you place a real recycling bin somewhere in your country. This will be facilitated through the revenue we collect.

The power behind Terra lies in our leaderboard. Through facebook, you can see your friend’s daily activity, how many Terrabytes they’ve earned, and how many recycling bins they’ve placed. You can also see where you stand on a global leaderboard.

\*App UI\*

Our efforts at MIT Blastoff 2017 have culminated in the development of Terra.

We have built a functional iOS, android, and apple watch app along with a feature packed website in the short span of a couple of hours.

Our focus lies in our simplistic design and user focused ideology

This is visible throughout our platforms.