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**REQUIREMENTS**

* Users must be able to register an account and log into their account.
* Product must work on any browser.
* Products must be suitable for children and teens.
* New users will be asked to create a profile upon logging into their account for the first time.
* Users will have the ability to perform actions with their characters in the game.
* Users should be able to resume the game whenever they leave off.
* Users will be able to recover their passwords.
* We will be using Pay Pal sandbox API for in game transaction purchases. Example of in game purchases will be special gym outfits and so on.

**Development of the game/schedule**

The game must educate adults on healthy lifestyle choices.

* The game must support single and multiplayer modes.
* The game must be compatible with all devices, especially mobile.
* The site must be advertiser friendly and accept donations.
* Users must be able to track their progress in the game.
* A technical status report must be provided halfway through development.
* A prototype as well as a plan for how the full version of the application would be finished must be presented in December.
* JavaScript HTML and CSS will be the languages used to program the application.
* A database will be used to store user data.
* The application will provide a character for each user to play the game with.
* The starting data of the character such as height, weight, age, and current health conditions if any must be stored.
* The lifestyle choices users make with their characters based on the options provided to them in the game will affect the health of their character, which will be represented numerically in several categories stored in the database.
* The data related to choices must be kept in a database, such as hours of sleep, exercise, and diet, and this will be combined with the information regarding the basic character health stats.