**Neal Bhalodia, Aayush Kharel, Sudeep Bishwakarma, Adebayo Abayomi, Aaron Carty**

**Use Cases:**

***Account Users***

This website will be used by anyone who is concerned about their health and who are trying to improve their physical and mental health.

* The user must create a character which has many activities to do which determines their attributes and the health score.
* Once users input their physical attributes like name, age, height, weight, eating habits, and exercising habits, etc to the game will suggest certain things the user can improve upon. For example, if a character is overweight, they will get suggested food games to help them teach healthy eating habits.
* Characters begin with their base stats and have daily choices throughout a month of life in the game.
* Characters have choices to exercise in the morning before work, if they don’t, they’ll be asked if they want to exercise after work. If they don’t exercise then their health suffers, if they do their health will improve.
* Users must accomplish certain tasks like following certain routines like exercising, and diet which will increase their health score and improve their body.
* Users will be able to learn how to differentiate between healthy eating habits and unhealthy eating habits with food games where the user can earn health points or lose health points.
* Users' actions would be updated each day at the global leader board which consist of mental and physical health scores.
* Characters have choices between healthy and unhealthy foods for each meal. Healthy food will benefit health while unhealthy food will damage health. Random events such as rushing will affect food choices.
* Characters have choices of how to manage time which will affect their sleep, and this can benefit or hurt their health.
* User will be able to login in different devices including mobile phone, desktop, and website.
* There will be certain task that can only be done by admin and restricted to users.
* Upon the completion of the game, we will post demo video of how the game is played so that we can persuade as many users we can.