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Your Application Process

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Misogi Admission Challange (MAC)	**Counselling Session**	**Application Complete**

GreenSteps – Eco-Habit Logger & Impact Tracker

Time Remaining
23:57:49

GreenSteps – Eco-Habit Logger & Impact Tracker

Scenario:

Sustainability starts with small, daily actions: carrying your own water bottle, cycling instead of driving, reducing food waste. Yet most people don't feel motivated because they can't **see the impact** of those choices.

GreenSteps is a behavior-first platform that encourages eco-friendly habits through daily logging, visual environmental impact tracking, and gamified reward systems. It rewards consistency, not perfection — and helps users feel like part of a global movement.

You're tasked with building a secure, gamified MVP of this eco-conscious logging app.

🎯 Objective:

Create a fullstack web application where authenticated users can:

> Log daily eco-habits from a predefined list
>
> Track environmental impact and action history
>
> Earn badges and milestone streaks
>
> Visualize contribution data through charts
>
> See global progress across all users (anonymously)

👥 User Role: user

A single role — but designed to promote **user vs self** motivation and **user vs community** awareness.

🔐 Authentication & Authorization:

> Secure email/password login and registration
>
> All user actions require authentication
>
> Users can only view and manage their own data — except the global community stats view

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🧱 Core Functional Features:

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1. Daily Eco-Action Logging

> Display a fixed list of eco-habits:
>> `Carpooling`
>>
>> `Reused Container`
>>
>> `Skipped Meat`
>>
>> `Used Public Transport`
>>
>> `No-Plastic Day`

`Others (Custom)`

Users can:

Check off completed actions for the current day

Add optional notes per entry

Submit only once per day (per action)

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2. Impact Calculation & Visualization

Each habit has a predefined "eco-points" value (e.g., `Skip Meat = 2 pts`, `Used Bike = 1.5 pts`)

Show:

Daily/weekly total eco-points earned

Total carbon saved (mock values per habit)

Display:

Line graph of daily points over time

Pie chart of most performed habits

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3. Badges & Streaks System

Automatically award:

Streak Badges (e.g., `Logged 7 days in a row`)

Milestone Badges (`100 eco-points earned`)

Category Hero Badges (e.g., `Used public transport 15 times`)

Show active streak counter per user

Include a **badge cabinet**: unlocked vs locked

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4. Global Community View

Displays:

Total actions logged across all users

Most common habit this week

Leaderboard (top 10 users by eco-points)

No personal data shown — just usernames or initials

Encourages positive competition

5. Impact Journal

Timeline/log of:

    Past actions

    Earned points per day

    Reflection notes

Click on a day to view detailed breakdown

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6. UI Enhancements (Mandatory)

Gamified visual feedback (animations on badge unlocks)

Mobile-optimized action logger

Soft color theme for nature/eco aesthetic

Real-time eco-points counter on dashboard

🧪 Additional Notes:

Each action log should be date-stamped and immutable once submitted

All calculations (points, badges, impact) should be derived from actual user behavior

Community data must be anonymous and securely queried

Badges, points, and streaks must be persisted and updated dynamically

Important: Submit the following to complete your challenge:
• Deployed link/URL
• GitHub repository link
• 3–5 minute video recorded by you, walking us through your product, code, and tech stack

Wherever details are unclear, feel free to make reasonable assumptions and mention them clearly in your submission.

Submit Your Answer

If you have any queries or encounter any issues, please feel free to contact us at misogiai@masaischool.com.

Twitter   LinkedIn   Instagram