MC Habit Tracker Design

Main Character Habit Tracker Team

Ball State University

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Team Member Info

- ▶ Joey Garberick
- ▶ Hannah Johnston
- ▶ Caige Rogers
- ▶ Heidi Nolte
- ▶ Paul Lian

Client Info

- ▶ Ruben Naoye
  - ▶ PHD Psychology
  - ▶ Company: Behav

Business Requirements

- ▶ BR1 Give the end user a way to see what habits they are working on
- ▶ BR2 Allow the end user to visually see the affect they have attached to a specific location
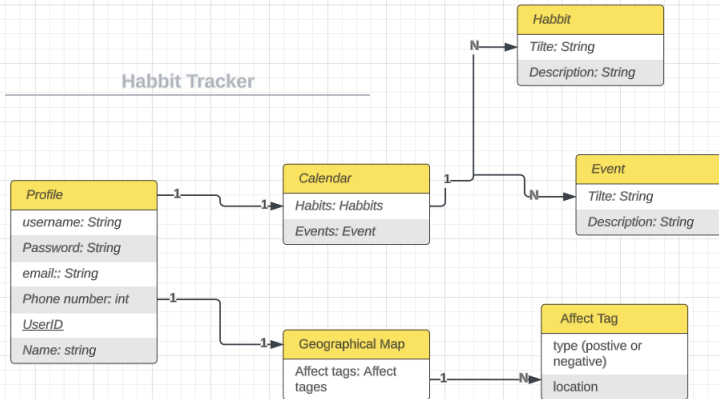- ▶ BR3 Assist users in habit consistency

Use Cases

► UC1 Actors: User
  ► Someone wants to become more consistent with their exercise, so they create
    a habit and the app will notify them daily to help maintain the habit

Requirements

- ▶ FR1 The end user should be able to create, delete, modify, and view habits
- ▶ FR2 The end user should be able to create and tag the affect of a location that they are in
- ▶ FR3 The end user should be able to view location affects through a heat map system
- ▶ FR4 The end user should be able to access their data from any device
- ▶ FR5 The end user should be notified multiple times a day on their habits
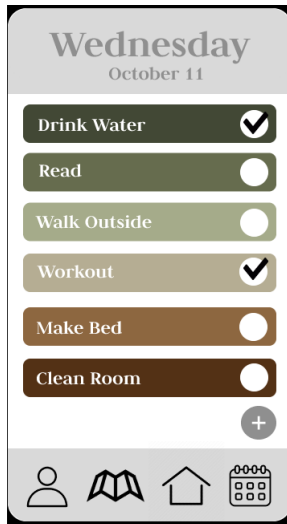
Domain Model

Habbit Tracker

Habbit
Tilte: String
Description: String

Profile
username: String
Password: String
email;: String
Phone number: int
UserID
Name: string

Calendar
Habits: Habbits
Events: Event

Event
Tilte: String
Description: String

Geographical Map
Affect tags: Affect tages

Affect Tag
type (postive or negative)
location

Tech Stack

- ► Firebase
- ► Flutter

Prototype

First Iteration Features

- ▶ UAuth features (login and account creation)
- ▶ Habit creation
- ▶ Habit editing
- ▶ Habit viewing
- ▶ Habit notifications

Mentor Feedback

Client Feedback

▶ Client was heavily involved in the design process so there was not any
  feedback to be given

Pictures