***[Capstone Category]***

| **Project Name** | **Daily Log App** |
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| Team Lead: | Daniel Bornemann |
| Team Member(s): | Joshua Breininger, Phi Duong |
| Faculty Advisor(s): | Dr. Philip Bernhard, Dept. of Computer Engineering and Sciences, Florida Institute of Technology |

**Project Description**

In the difficulties of college life it can be a large prospect to make good choices which can influence in part your mood and mental health. Apps that seek to help someone log choices like these, are commonly feature bloated and tedious to use, leaving unmotivated or struggling individuals outside of the target audience. The Daily Log app is an app designed to give the benefits of such a logger, monitoring simple general information that is still important to keep track of when taking care of yourself. The goal of this app is to give these self-monitoring benefits efficiently while providing motivation for long term usage and logging through a simple game that develops overtime.

**Approach**

The application for this project creates a long-term log of user supplied information about their choices, as well as ways to interpret that information. The app logs each day basic diet, exercise and mood information to which the user is free to skip at any point. When this information is logged for the first time in a day, the app displays a random “scenario” where a character undergoing a daily life alongside the user has gone through for that day along with associated art. Achievements are available based on user inputs which add more available scenarios to occur. The background of the app changes over time to further expand on the sense of time passing. The user can view their logged information through various graphs to visually see any potential trends in mood and diet or exercise, or view specific days in a calendar. Notifications are available and can be customized by the user to remind the user to make good health choices.

**Evaluation**

To evaluate the app, checks were made to ensure the stability of the app and database. For efficiency, the speed of going through the app as a user would was examined. To ensure the app does not bloat in data, we prune very old data, and we then filled an extended period of time’s worth of data as a test to ensure there was as little impact on the phone as possible.

**Challenges and Future Work**

The primary challenge of this app was that none of the team members were familiar with working with Android apps, and had limited experience in Java and XML. In the future, the app could be expanded to contain a game with more gameplay, such as following a basic turn-based RPG format while keeping the scenario option for users who would not want to partake in a more rigorous game. More scenarios, art and achievements could be added to have more events that the user can view. 

