

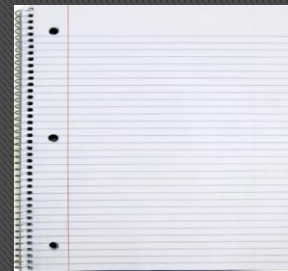
# Challenge Accepted!

Kevin Logan

# What is it?

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- ▶ Challenge Accepted is a social app that encourages users to challenge their friends to competitions promoting good behavioral habits in everyday life. Users can complete challenges in fitness, dieting, and daily living activities.
- ▶ Users can read about interesting facts and play “Fact or Myth?”
- ▶ It is designed to help high school and college students become knowledgeable and conscious of their everyday decisions.



# What can the user do?

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- ▶ Create and maintain an account.
- ▶ Challenge friends, random users.
- ▶ Obtain medals for completing challenges, view them.
- ▶ Maintain a friends list.
- ▶ Message friends.
- ▶ Play fact or myth?
- ▶ Read facts about dieting, fitness, and daily living.
- ▶ Adjust account settings.



# How do you use it? (Demo)

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# How was it made?

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**libGDX**



Google™



# Consistency with the Pitch Presentation

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- ▶ Follows the project scope in the pitch very closely.
- ▶ Changed challenge system to allow users to complete challenges on their own time and send them to friends.
- ▶ Additional Features were added to enhance the user's experience:
  - ▶ Messaging System
  - ▶ Change Color Theme
  - ▶ Fact or Myth? Game
  - ▶ Report A Bug
  - ▶ Suggest A Challenge



# Application Stickiness

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- ▶ The app is designed to be easy to pick up and play, especially for everyday use.
- ▶ Adding new daily challenges, facts, and fact or myth questions every day will keep this app fresh. It will motivate the user to continue to use this application.



# Creativity/Originality

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- ▶ It is the only competition based social app that is designed to promote good behavioral habits.
- ▶ Educates users on how to make daily decisions that are healthy
- ▶ Uses positive reinforcement as motivation to play, as well as produce good behavioral habits

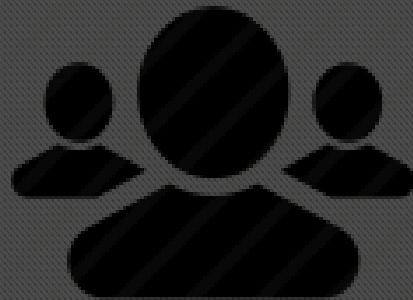




# Marketability

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- ▶ This app mixes the social app networking with the competition and feeling of playing a game.
- ▶ Social applications are extremely popular on mobile devices.
- ▶ The target audience is a major consumer of social apps and video games.
- ▶ Can be marketed towards more than just the target audience.



# Complexity

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- ▶ Multitier Architecture
- ▶ Database Design
- ▶ User Interface Design
- ▶ User Experience



# Final Note

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- ▶ Learned a great deal about Android, web services, and user experience.
- ▶ Thanks to my teachers for help and support!

Thank you State Farm!

