

HackGT-11 Carnival Hackathon

Brainstorming

- Schedule-Adaptive Mental Health App
 - Mental Health app that suggests activities based on a student's schedule and location
 - Create landmarks and associate mental health activities (for example at tech green, take a walk)
 - Also categorize by time for activity (shorter activities between classes, longer during periods of free time)
- Academic Planner
 - Automatic degree plan
 - View different paths (i.e. 3,4,5 years)
 - Chatbot advisor
- **Budget Tracking App**
 - Tailored to college students
 - Weekly spending recaps - breaks down spending (into percentages), gives statistics on how they were holding to the goals they set and give suggestions on how to change that // actually, let's gamify more
 - Practical suggestions based on recap -> more personalized options, future update
 - Provide like average meal cost - a meal in atlanta, on average, will cost \$xx (including tax) - helps students adjust to the higher or lower costs of food in different cities or college campuses -> future update
 - Menu bar
 - Home - profile -> more personalized options, future update
 - Living on or off campus? Car or no car?
 - Budget Tracker
 - Based on income, create visual representation of where the income is actually going
 - Savings tracker
 - Create a deadline to save a certain amount of money and if you withdraw any money from that there is a penalty
 - Could use P5.js for game design (simplified version of java)
 - Incentive for making good financial decisions

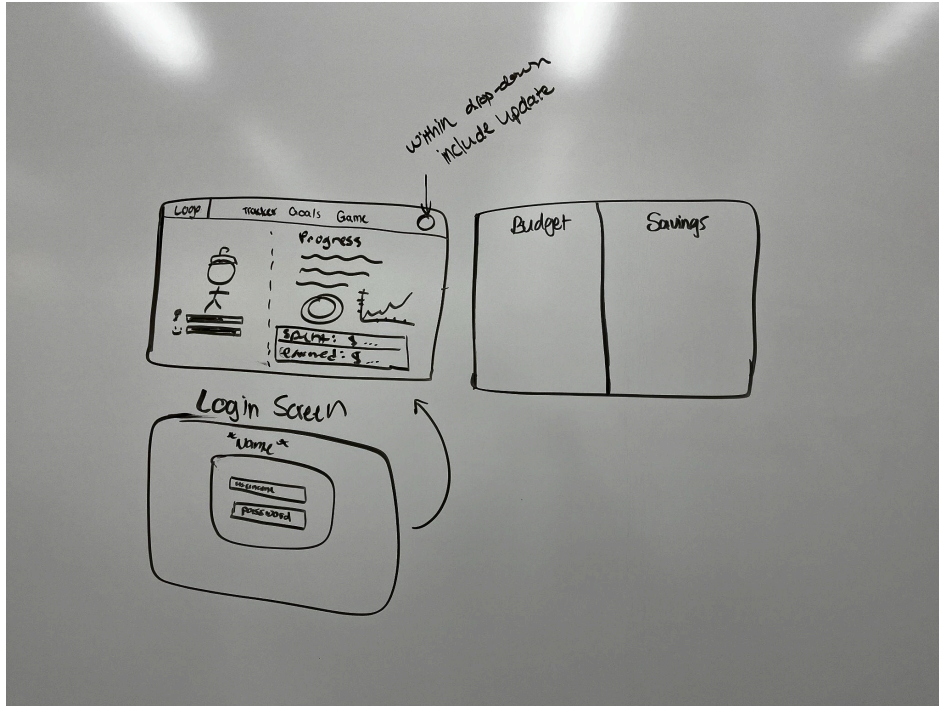
- Have an avatar for the user

Primary Goals

- Budgeting
 - Take in income/pay date
 - Filter based on year of college? // may take more effort
 - Breakdown of necessities (car, dorm, groceries)
 - How much money should be put towards savings?
 - How much money can be used for fun?
- Finance statistical breakdown (success with budgeting)
 - Prompt user to set goals
 - Could give premade fill-in-the-blank questions
 - Each week, I want to spend no more than ____ dollars
 - By the end of the year, I hope to save _____ dollars
- Gamify! Helps to take mental stress of students and make an adult problem easier to digest and tackle

Requirements

- Website Creation
- User login and profile
- Menu Options:
 - Home with Avatar
 - Tracker
 - Goals
 - Rent/utilities money max
 - Food money max
 - Transportation money max
 - Miscellaneous money max
 - Savings min
 - Settings/Profile



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- Future prospect: Connecting the game to others' avatars, competition aspect

Bit-Sized Tasks:

Home Screen

- Avatar functionality
- Add expense feature
 - Dropdown menu for category
 - User input number value
 - Submit button which updates variable
- Add revenue feature
 - Dropdown menu for category
 - User input number value
 - Submit button which updates variable
- Progress Summary section
 - Displays current balance and savings
 - Displays how much has been spent total in each category
 - Chart or graph?
- Set goals features:
 - Progress bars for each category (how much you've spent and what was your goal)

Future Advancements

- Accessories for avatar, build shop where user can buy
- iOS and Android application development
- More customizable categories and goal time-frames
- More interactive character
- Chance to connect with friends and share characters with friends, building the conversation about college student finances more easily
- Visual representations of statistics