Yen Chen Liam Juskevice Sandhya Rao Nuo Xu Yu Zhang

Isles of Life

By Happy Little Trees

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Overview

- Why users need our application?
- Why existing solutions do not sufficiently address the requirements?
- Three main functions of our App:
 - 1. Create new tasks
 - 2. Create new islands
 - 3. Upgrade islands and personal customization

Why users need our application?

Do you spend a lot of time on your phone?

Excessive cellphone use is defined as a form of technology addiction in the paper 'Discipline Yourself Before Life Disciplines You: Deficient Self-Regulation and Mobile Phone Unregulated Use'. This 2012 study showed that 36.4% of people used their phones excessively, and 62.8% of them had negative consequences.

Can we make 'addiction' good for us?

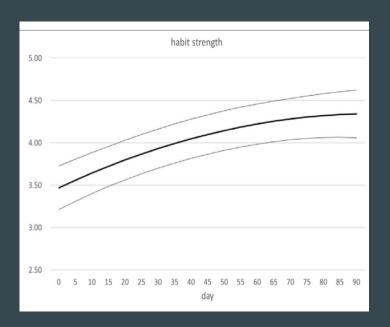


Users are expected to be "addicted" to making and completing plans.

'Isles of Life' provides the most simple and happiest way to make it as a habit.

Just like playing a video game, completing the plan and enjoying the happiness of creating a new life.

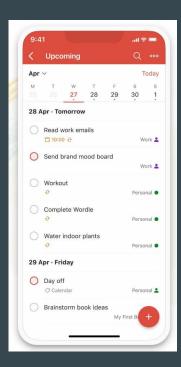
The longer you hold on, the habit will be stronger

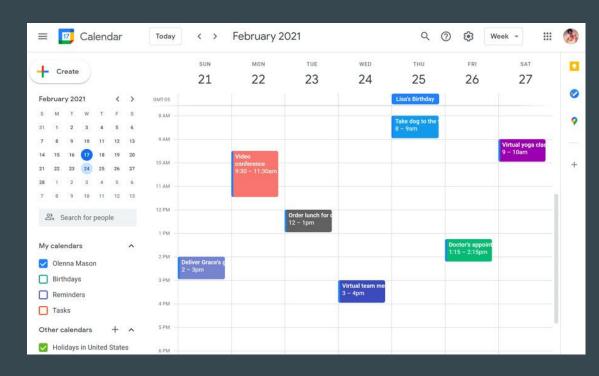


Habit Formation Techniques include Context-dependent repetition, Action planning, Set behavioral goals, Self-monitor behavior, and Self-monitor outcomes of behavior.

Our App integrates all of these methods. Users can set plans and goals and monitor themselves. Comparing the biodiversity and beauty of the island with other users can help determine the outcome of the behavior.

Todo List / Calendar

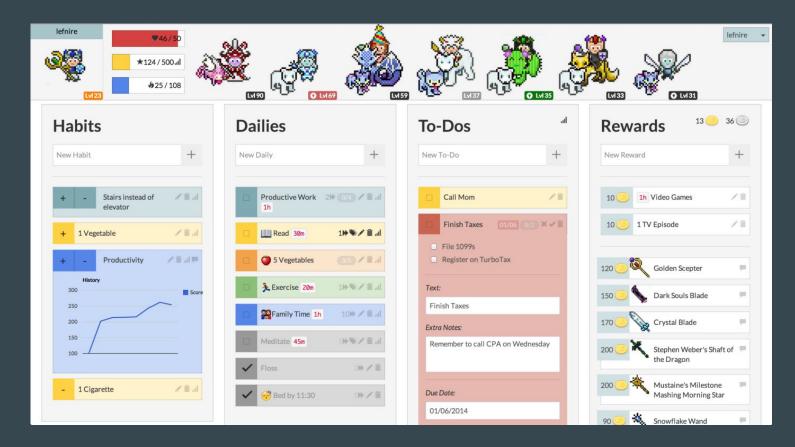




Forest

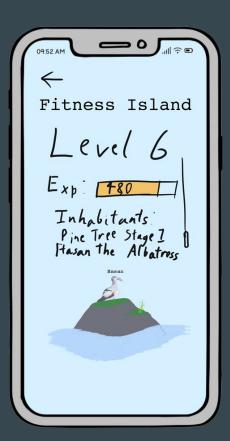


Habitica



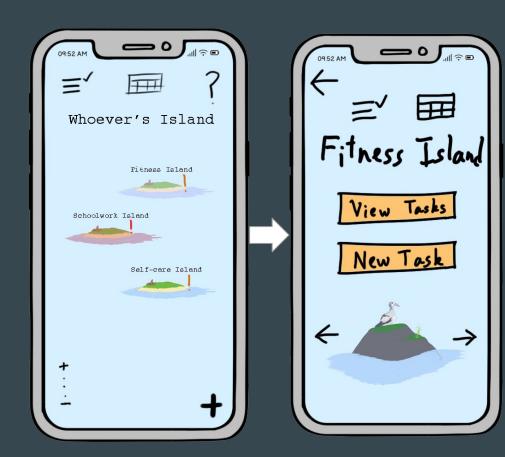
Introducing Isles of Life Lo-Fi Edition

- Make task management a bit less stressful with an island theme
- Categorize tasks by island
- Watch your islands grow as you complete tasks
- Easily check upcoming tasks

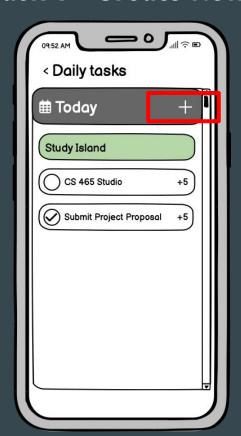


Key Features

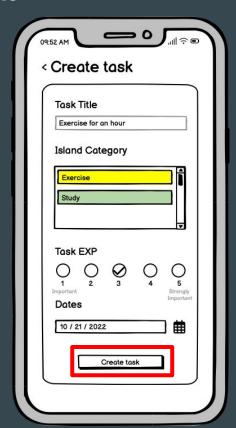
- View daily tasks
 - Can also view tasks due this week or month
- View calendar
- Create new tasks
- Create new islands
- Completed tasks give certain amounts of experience
 - o More exp for self-selected important tasks
- Islands grow on level up, at certain levels you get to select reward



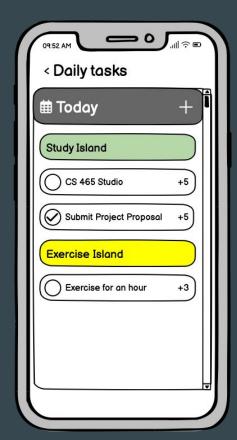
Task 1 - Create New Tasks

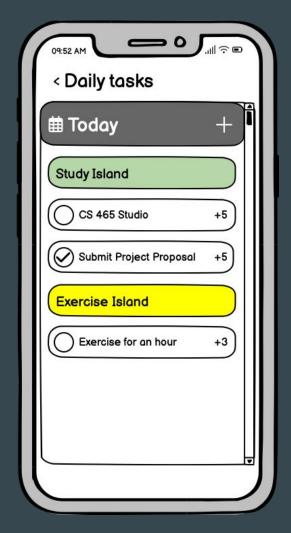


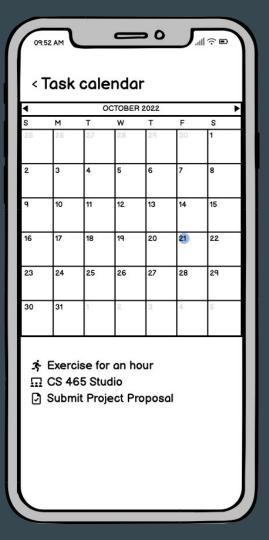






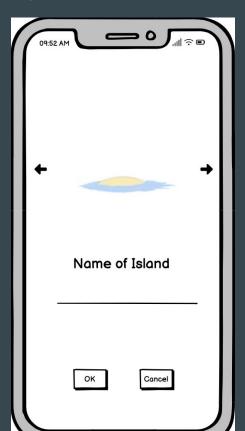


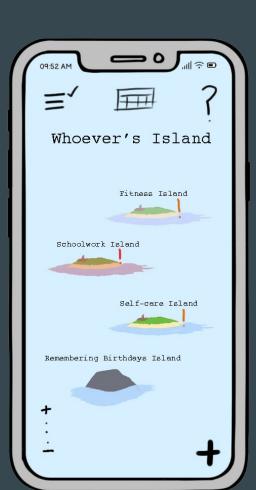




Task 2 - Create New Island







Task 3 - Customization Reward on Level Up



