Problem description

Team NISH

People are not motivated enough to develop the habit of reading. They delay their work due to procrastination. They are unable to finish off task in given time due to improper planning. We are working on a standalone app that uses the reward-based system to motivate the user and cultivate reading habits.

Reading is especially important for students not only for their school but also for competitive exams.

How it works -

1. We ask the user rupees 1050 as a deposit. The user has to take 21 days challenge. For every successful day reading, users get 50 as cashback.

2. Whenever the user is unable to finish the task, that day amount will go to their selected charity.

3. We are also trying to provide motivating content for the user to encourage them to read and avoid procrastination.

Additional Solution -

For students, their parents deposit the amount, students get that refund as pocket money once they finish the syllabus, or we are thinking of having a quiz. The days they miss studying, that day amount will go to child welfare charity.

Uniqueness –

We are gamifying the reading habit by having an incentive for the user to read.

Project directory contains –

1 A copy of this text file

2 The prototype video

3 a copy of ppt

Our prototype can be operated by anyone by going to the following link –

<https://pr.to/RMF98I/>