HabitHub Project Proposal

App Name: HabitHub

A multi-generational habit-building and goal-tracking app that combines gamification, family involvement, and social accountability in one transformative hub.

Team Members:

 - Dhwani Patel (300376445)

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Course: CSIS 3375 – Section 001

Team Lead: Dhwani

Introduction

HabitHub is a novel mobile application that reimagines habit-building as a collaborative and engaging experience for both children and adults. For children, HabitHub gamifies routines by allowing parents to assign daily habits and track progress through interactive characters and rewards, making everyday tasks fun and engaging. For adults, HabitHub evolves into a social goal-tracking platform where friends, peers, or colleagues can share progress, cheer each other on, and even compete in friendly challenges. A shared "hub" space allows family members to model positive routines for children while adults participate in group accountability, ensuring that habit formation becomes a lifelong, community-driven practice.

Unlike existing apps that focus only on solo habit tracking or gamified experiences for one age group, HabitHub uniquely combines multi-generational support and social accountability. It bridges the gap between family routine-building for kids and competitive/social goal achievement for adults in one ecosystem. By blending parental modeling, gamification, and peer motivation, HabitHub transforms habits into a shared journey rather than an isolated task.

The transformative experience HabitHub provides is turning routine habit-building—often seen as tedious—into a joyful, communal, and motivating process. Children learn through play and parental modeling, while adults benefit from accountability and social interaction. The app shifts habits from being a private responsibility to a socially reinforced lifestyle practice, strengthening both family and peer relationships.

Motto: Habits made simple, together.

Background Research

Competitor Apps:
- Habitica – gamified habit tracker, but primarily for adults; lacks child-friendly design and family integration.
- HabitNow / Loop Habit Tracker – effective for adults, but offers only solo tracking, not social or family-centered features.
- Brili Routines – targeted at children but focused on task lists without meaningful parent participation or integration with adult habit tracking.

Inspiration Apps:
- Talking Tom – inspiration for interactive, child-friendly characters that make kids want to engage daily.
- Snapchat / Duolingo – inspiration for streak tracking, light social interaction, and making progress sharing fun.
- Fitbit Groups – inspiration for social accountability through group challenges and leaderboards.

HabitHub is inspired by these apps but stands out by combining family-based gamification for kids with peer-based accountability for adults, creating a flexible ecosystem that adapts to different life stages.

PACT Framework

People:
- Children (ages 6–12) – encouraged to build positive routines with parent involvement.
- Parents – assign and track children's habits while modeling their own.
- Adults (16+) – use the app independently with friends, peers, or colleagues for accountability and goal achievement.

Activities:
- Children complete daily tasks via interactive characters and earn rewards.
- Parents assign habits and track progress, participating alongside children.
- Adults set personal goals, join group challenges, and track progress socially.

Context:
- Family use at home for routines (e.g., brushing teeth, chores, homework).
- Individual or group use for adult goals (fitness, studying, productivity).
- Social use with friends through shared hubs, challenges, and leaderboards.

Technologies:
- Figma

Value Proposition

HabitHub is more than just another habit tracker, it's a shared ecosystem for habit formation. For children, it transforms chores and routines into games with characters and rewards. For parents, it creates opportunities to model positive habits and guide their kids. For adults, it provides a social, competitive platform that makes goals more engaging through accountability and community. By bridging generational use cases into one hub, HabitHub creates long-term value: children grow into adults who continue to use the app, evolving from family gamification into peer accountability.

Project Contract

- Meeting Frequency: once per week, remotely.
- Communication: IMessage and Email
- Responsibilities: Both team members contribute equally to ideation, design, and documentation. Dhwani Patel is team lead and responsible for final submissions.
- Conflict Resolution: Disagreements will be resolved through discussion; if unresolved, professor input will be sought.

- Commitment: Each team member commits to contributing consistently and on time, logging all hours worked.

Signed by:
- Dhwani Patel:

- Jayden Prasad:

Optional Preliminary Features

- Gamified character for children that evolves with completed habits.
- Parent dashboard to assign and monitor tasks.
- Adult group challenges with leaderboards.
- Streak tracking and daily/weekly progress summaries.
- Hub model for both family and friend groups.

AI Use Section

AI Tools Used:

| ChatGPT (GPT-5) | Free | Free | Drafted proposal text based on team-provided ideas and assignment guidelines; supported with structuring sections and formatting. Assisted with brainstorming app name options for HabitHub

Value Addition:
We provided AI with our hub concept and the idea of combining gamified habit building for kids and adults. AI generated drafts, but we refined and polished the final text to reflect our exact vision and ensure alignment with course requirements. The unique positioning, transformative experience, and structural decisions came directly from our team.

Closing and References

We would like to acknowledge our professor for guidance during team formation and early brainstorming.

References:

- Habitica (https://habitica.com/)
- Brili Routines (https://brili.com/)
- Loop Habit Tracker (https://loophabittracker.com/)
- Talking Tom (https://talkingtom.com/)
- Duolingo (https://duolingo.com/)