GAMIFY LIFE

CS315 Project Description

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Goal of the Project

Project aims at building an efficient database and a convenient interface to build an application of immense daily utility which could be used as a great tool to incentivize daily jobs and an aid in cultivating good habits.

Description of the Application

The application for each user would be a personalized system that operates along a daily exchange of productivity and reward. The basic idea is to fill life with incentives to make you do the things you don't want to do. Seeing that habits develop when one is consistently doing small things on a regular basis, the application will also provide an aid in developing good habits.

A detailed description on the idea and concept of the application can be found on following link: http://www.lifehacker.com/5975824/gamify-your-life-a-guide-to-incentivizing-everything

Features and Functionality

1. **Account for each user:** Each user will create an account and have a password.

2. **Make activity list and associate points with them:** User can make a list of all activities he doesn't like doing or stop doing or like to control it etc. and then associate points with them. Points can be given on an interval or quantity/amount of activity done.

3. **Daily records are made:** User can then, on a daily basis record which activity he did and in what quantity and points will automatically be logged for that day.

4. **High scores:** User can see his/her high scores for days/weeks/months.

5. **Cultivate Habits:** A key feature would be an aid in cultivating a habit(for a particular activity), in which user will specify the condition under which habit would be said to be made and the application will track if that condition is met or not.

6. **Review progress:** User will have access to progress of habits, faliures in cultivating habits and accomplished habits.

7. **Set milestones:** User can set milestones in terms of total points scored per week/day/month or activity milestones(in terms of quantity).

8. **Set goals:** User can set activity goals and total goals similar to milestones.

9. **View accuracy:** User can see his accuracy in following goals over a user-specified period.

10. **Flexibility in giving points to activities:** User can change the points associated with an activity while keeping same the points of the same activity for the period previous to it. User can also change the points of a previous period of an activity but all the scores and milestones achieved will be accordingly changed.
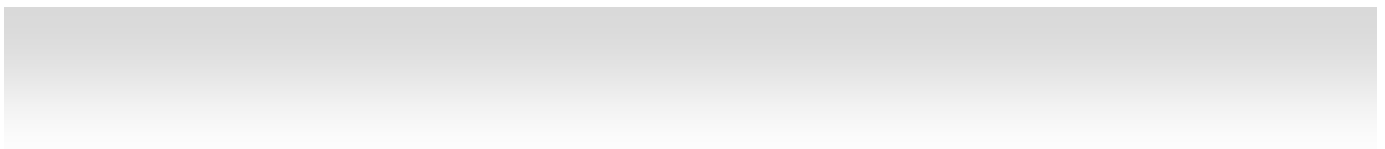
Extended Entity Relationship Model