

# Worksheet 1: Software Engineering

## Software project: Habit Tracker

We want to design a software system that enables its users to keep track of their habits. Habits are actions that are performed on a regular basis. The system would allow the user to define such actions and then mark their instances as completed or not as they go on with their daily life.

Basic features:

- The user can input a habit, indicating its name and with which frequency it should be completed. For example: Swimming, two times per week.
- The user can easily input whether they completed the habit on a certain day
- The logged data is stored in a way that it can be recovered when the program is stopped and then relaunched.

Advanced features:

- The system offers an overview of the weekly progress
- The user can get a monthly/yearly statistics on any habit
- Habits can be categorized and the combined stats of a habit category are made available to the user
- The user can set challenges for themselves and receive a message when they are completed
- Habits can be shared with other users

Moreover, the user interface should be kept as minimal as possible to allow for good usability. The user should not be overwhelmed and the threshold for using the app should be low. Optimally, the app would offer a positive user experience, making the user happy.