**Vision Statement**

The main aim of this project is to develop an interactive mobile application centering around an entity “the blob”. Users will have the ability to interact with their blobs, train them and make them compete against other users’ blobs.

The blob will have various parameters like a measure of its health and happiness which should determine the user’s actions. These measure will also affect its training and competing skills. These parameters are however not influenced by the user’s actions alone, time is also a main factor in affecting the measures.

The user interface will allow the user to login, sign up and interact with their blob.

The system maps the user-interactions to a database and will with add things like new training or edit parameters like happiness measure.