

Life's Game: Make Everyday a Game Design Document

TODO's:

Tasks:

Most basic form of reminders for users. Can be used when needing to accomplish simple tasks like "reminder to get eggs". Does not contain a deadline

Features:

- Title
- Description
- Silver
- Tags (i.e. work, exercise, school, education, etc.)
- Potential sub-checklist items?
- Due Date (not mandatory)
- Should not subtract health
- Ability to add reminder

Habit:

More geared towards helping users build long term habits. Contains a check mark for them to press if they accomplished the task. Also contains an X mark for them to press if they failed the task. Does not contain a deadline

Features:

- Title
- Description
- Silver
- Tags (i.e. work, exercise, school, education, etc.)
- Reset streak
 - o Daily
 - o Weekly
 - o Monthly
 - o No reset
- Subtract health if failed
- Ability to add reminder

Daily:

These are tasks that repeat based on a frequency that the user has set. An example of a daily would be like going to the gym. Failure to complete the task will subtract health. Does contain deadlines based on user specified frequencies.

Features:

- Title
- Description
- Silver
- Tags (i.e. work, exercise, school, education, etc.)

- Repeat Daily frequency:
 - o Daily
 - o Weekly
 - o Monthly
 - o Yearly
 - Ability to specify quantity of repeats (i.e. every 5 days or 20 weeks)
 - Ability to specify the day of the repeat

Rewards:

These are used by users to claim a specified reward in exchange for spent silver.

Statistics:

Statistics provided insights to users on their progress and allows them to view different trends. For example, there can be statistics for the longest streak that individuals held for a habit they are trying to form or break i.e. Quit smoking. There are also more generic statistics that relate to how individuals are progressing over periods of specified timelines such as months, days, years, etc.

Database Schemas:

Tag Schemas:

Tag (Main) Schema: Tags are associated with TODO's to classify them into different categories

- TagID: Int - Primary Key
- Work: Boolean
- Exercise: Boolean
- HealthWellness: Boolean
- School: Boolean
- Teams: Boolean
- Chores: Boolean
- Creativity: Boolean
- Home: Boolean
- Other: Boolean

TODO Schema:

- TodoType: ENUM

Task Schemas:

Task TODO Schema:

- TaskID: Int – Primary Key
- Title: Char
- Description: Char
- Silver: Int
- TagID: Int

- SublistID: Int
- DueDate: date
- ReminderDateTime: date
- ActionTaken: Boolean

Task Sublist Schema: Task Todos can have sublist items. For example, Task: “Get Groceries”, Sublist: “Eggs, Milk, Cheese, etc.”

- SublistID: Int – Primary Key
- TaskID: Int
- Title: Char

Habit Schemas: TODOs that reflect habits which people are trying to form or break. I.e. Stop smoking, Eating healthy.

Habit TODO Schema:

- HabitID: Int – Primary Key
- Title: Char
- Description: Char
- Silver: Int
- TagID: Int
- ResetType: Enum
- ResetDate:
- ReminderDateTime
- ActionTaken: Boolean (has user specified fail/success yet?)
- SuccessCount: Int
- FailureCount: Int

Daily Schemas: Todos that repeat in a fixed frequency of time (I.e. “Go to the gym”).

Repeat Frequency Schema:

- RepeatFrequency: Enum

Daily TODO Schema:

- DailyID: Int – Primary Key
- Title: Char
- Description: Char
- Silver: Int
- TagID: Int – Foreign Key
- RepeatFrequency (Foreign Key): Enum
- ReminderDateTime
- ActionTaken: Boolean
- SuccessCount: Int
- BestStreak: Int
- FailureCount: Int

(Daily TODO) Weekly Repeat Schema:

- WeeklyRepeatID: Int – Primary Key
- DailyID (foreign key):
- Mon: Boolean
- Tues: Boolean
- Wed: Boolean
- Thur: Boolean
- Fri: Boolean
- Sat: Boolean
- Sun: Boolean
- RepeatInterval: INT – represents difference between weeks to repeat the daily. (i.e. every 5 weeks on Mon, Tues, and Fri).

(Daily TODO) Daily Repeat Schema:

- DailyRepeatID: Int – Primary Key
- DailyID (foreign key):
- RepeatInterval: INT – represents repeat amount for every x days (i.e. repeat daily every 10 days).

(Daily TODO) Monthly Repeat Schema:

- MonthlyRepeatID: Int – Primary Key
- DailyID (foreign key):
- RepeatInterval: INT – represents repeat amount for every X month's (i.e. repeat daily every 2nd date every month).

(Daily TODO) Yearly Repeat Schema:

- YearlyRepeatID: Int – Primary Key
- DailyID (foreign key):
- RepeatInterval: INT – represents repeat amount for every X years (i.e. repeat daily every 2nd date this month per X years).

Reward Schemas:

Reward (Main):

- RewardID: Int – Primary Key
- Title: Char
- Description: Char
- Cost: int
- RedeemCount: int
- RepeatingReward: Boolean

Statistics Schemas:

Task Statistic Schema:

- TaskStatisticID: Int – Primary Key
- TaskID: Int – Foreign Key

- ActionDate: Date
- Successful:

Daily Statistic Schema:

- DailyStatisticID: Int – Primary Key
- DailyID:
- ActionDate:
- Successful:

Habit Statistic Schema:

- HabitStatisticId: Int – Primary Key
- HabitId:
- ActionDate:
- Successful: