

NO GAME NO LIFE PROJECT

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This is a app to help people plan their life in a game way.

The main purpose here is to make users manage their tasks better in life and overcome procrastination. The main idea is to make life like a game. When users finish their tasks, even tiny things, they can immediately get paid by point, which gives users sense of accomplishment. It seems like in a game, Mario wins the first round. On the other hand, points can also become realistic enjoying. The more desire, the more projects they will try to finish.

There are three activities. Main menu is to show user's total points, and there two buttons in main menu. Earn points button navigates to new activity—Earn Page, consume points button navigates to new activity—Consume Page.

Earn Page:

This activity allows users to add their projects or any plans they want to finish on. In addition, users need to evaluate these projects' value by themselves and give each project a point. When users achieve one of them, they can tick that project's checkbox and get correspond point. For example: project: Finish reading *Moon and Sixpence* in six weeks. Value:60.

Consume Page:

This activity allows users to list all the things they want or want to do and evaluate them to give each a point. When users earn enough points by finishing their projects, they can get paid by consuming these points to do things they long for. It works like last activity, what's different is to lose correspond point when users tick the entertainment's checkbox. For example: entertainment: Buying the new mac. Value: 3000.



