Behavior App

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CS 4624 - Multimedia, Hypertext, and Information Access
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Final Presentation - 04/25/19
The contents of this presentation are not confidential
Outline

1. Market / business info
2. Client requirements, screenshots
3. Long term development
4. Semester review
5. Acknowledgements
Why should this app exist?

**Market:** Parents or Adults w/ limited video game knowledge seeking to promote positive behaviors in others.

**Role in market:** App acts as middleman and coaching tool between game key distributor (API) and market.

**Client’s Vision:** Alternative tool to behavior therapy for the average parent.
Client’s Requirements

An android app that includes the following features:

1. Cloud Authentication
   - Database set up
   - Live updating
   - Unique acc. registration
   - Secure log in
   - Log out

2. Main Screen
   - Quest card list
   - Wishlist game
   - Popular game list
   - Access profile, quests, wishlist

3. Profile Networking
   - Profile page
   - Send invite
   - Receive invite
   - Accept invite
   - Remove link
   - View linked accounts

4. Quests
   - View tasks
   - Create task
     - User
     - Description
   - Task is sent to linked user
   - Task is recorded in DB
   - Task can be completed

5. Wishlist
   - Search for game to add
   - Add game to wishlist
   - Update main screen
   - Update DB w/ added game
Authentication

Welcome to Learn2Game

enter email address

enter password

Login  Register

Welcome to Learn2Game

enter username

enter email address

enter password

Register  Return to login
Main Screen
Linking Profiles
Quest Assignment

- Select user: test3
- Task: Fold the laundry

No Quests
Not included in client’s requirements

(Long-term development moving forward)

1. Transactions, extended functions
2. UI/UX (artwork, layout, color, consistency, etc.)
3. Legal review for minors
4. User testing
5. Security review
6. Submission to Google Play Store
Review of semester & challenges

- 2 person team
  - Limited time to finish all deliverables
  - Increased complexity of Android development
- API Key
  - Received late in semester
- Project scale
  - Year+ project, multiple parts
  - Development occurred alongside planning
  - Features needed to be realistically scaled back
Acknowledgements

Clients / Co-workers:

- Project Management - Loran Hauserman
- Behavioral Science Expert - Josh Hauserman

*App does not generate game keys; codes are purchased from distributor on behalf of the user and sent.