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Pet Trainer App

Getting healthy is now as fun as a game when you and your virtual pet start training together in Pet Trainer

Problem

This app aims to help people find the motivation that they lack in regard to maintaining a healthy lifestyle. This app serves as a source of external motivation to keep physically active and consume a healthy diet.

Target User Group

The usefulness of our app is dependent on the extent to which the user cares about the status of their virtual pet. Our design and general concept is geared toward gamers and young people, both of whom can find inspiration in trying to do well in a game.
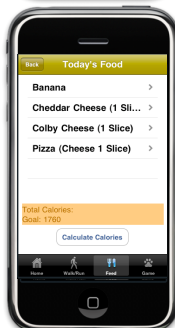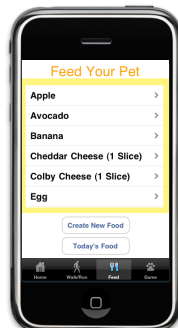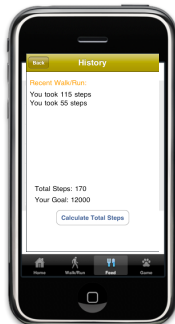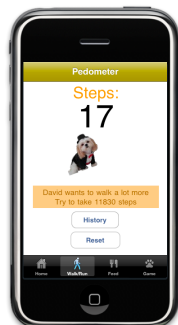
A typical home screen: although each user's pet can be personalized based on their real life physical characteristics, every homepage will display the pet's mood and current needs such as exercise, and a list of recent activities of the day, such as any exercise, food eaten, or changes to the pet's properties.

Solution

The interactions that users have with this app include checking the pet's status and mood, logging real life exercise sessions with their pet, inputting daily nutritional information, and testing the health of their pet as it competes in in a virtual mini-game. The pet's status alerts the user of impending exercise sessions, whether there is a problem with the user's diet, and the pet's general level of health. By the fact that the mood of the pet is better given a healthier lifestyle on the part of the user, a compassionate user will be more motivated to exercise and eat healthy than in absence of this application.

Design Evolution

Our application went through many stages of development. We first only considered the virtual pet serving as a metaphor for the user's health. Upon evaluating our application through speaking with potential users, we acknowledged the need to include some competitive features, hence the mini-game. The homepage, help page, and food input page all underwent large changes throughout the design process. The main motivation behind our changes was to make the most important information such as the pet's status, help instructions, and finding a food item in a list more easily understood while removing unnecessary items that only caused confusion. Users should be interacting with this application on a daily basis, and making the human-computer interaction as seamless as possible was an ongoing process throughout development.

Input and Save: Each exercise session or food item that is input into the application is saved and accessible through buttons in the corresponding tab. This allows users to keep a steady diet and exercise regimen, while also being able to look back and point out the type of behavior that is causing his pet's current mood.

Final Prototype

Our final prototype we finally got two player games to work, which is a big plus because competition will aid in motivating users to stay healthy. Also, we now launch an in-app browser when users need to look up nutritional information, a big plus over having to quit the application to use the internet. There is a lot of animations that make the application look more polished than in previous prototypes. All the new aesthetics also give great feedback, such as an animated dog that takes a step every time the pedometer logs movement.

Play to Win: The healthier the virtual pet, the more of an advantage it is going to have in playing this mini-game where the virtual pet runs down a track hurdling obstacles. Users can race by themselves in an attempt to beat their high score, or they can try to show off by playing against other users.