

Tracktivity Pets



Project: Develop a gamified health and motivation application using pets and game mechanics to facilitate and retain user activity

Client: Bitlink

Overview

Tracktivity Pets is a fitness based application which interfaces with Fitbit with focus on promoting fitness through a pet display. This is achieved by providing motivation through a pet's happiness and an ongoing leveling system, while also encouraging attachment with the ability to individualise pets.

Store

The store is there to allow you to purchase items that can help individualise your pet. From cosmetic items to sceneries, each pet has a chance to stand out in the crowd. You can also purchase more pets from the store so that you can work to keep multiple pets happy.

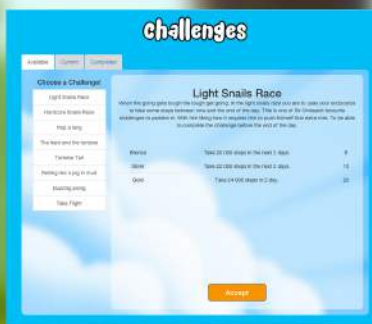
Challenges

Set yourself small or large goals that not only will push you to take more steps but will lead you to getting more gain currency. There are bronze, silver and gold challenges so that people of all fitness levels can still have a go while also giving opportunities to push yourself.

Inventory

Switch between pets you own or even between what items they are wearing. The inventory is designed so you can manage all your items in one easy location, allowing you to make changes with your mood and keep your pets all happy, stylish and active.

Tested on



Tools Used



Team Members

