Poster for Maham's Application

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Our Inspiration

Teaching children to be responsible by doing tasks at a young age helps increase the child's skills, efficiencies, and effectiveness. But to avoid making those tasks tiresome, we came up with the idea of a game-like app that provides a fun and simple way to reward good behaviour while at the same time encouraging and motivating children to grow into trustworthy adults.

Objectives

To develop an app that allows parents to assign tasks to their children, which will be accomplished by:

1. Improve the bond between parents and children, by making children do their tasks without being forced.

2. Encourage children to complete their tasks by making them enjoyable and rewarding.

3. Establish a feeling of responsibility in children by deducting points when they misbehave.

Methods

• Software Environment

Flutter We used Flutter, a Google UI toolkit, to help build our application beautifully while also operating efficiently on mobiles, websites, and desktop devices using a single codebase.

Figma We used Figma for our application design, which is one of the most advanced graphics editing tools that helps creators deliver better products faster.

Visual Studio Code

To code our application, we used Visual Studio Code, which is a source code editor developed by Microsoft for Windows, Linux, and macOS.

• Database

Cloud Firestore

We chose to use Cloud Firestore because of its flexibility and scalability as a database for mobiles and websites. It also supports server development from Firebase and Google Cloud while keeping your data in-sync across the client's applications through real-time listeners. Likewise, the database offers offline support to help build responsive apps that work regardless of network latency or Internet connectivity.
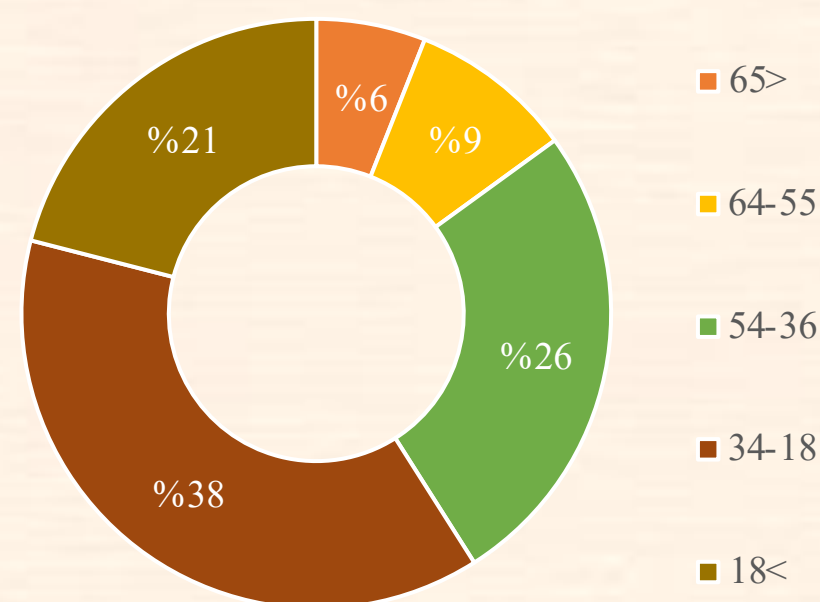
Scope

We developed Maham application to work on a website and smartphones.

Analysis [1]

I. Number of Smartphone users around the world: According to Statista, the current number of smartphone users in the world today is **6.378 billion**, and this means 80.63% of the world's population owns a smartphone.

II. Digital Gamers Globally: The estimated number of active gamers worldwide in 2021 is around **2.8 billion** people.

III. Players by Age:

Pie chart:
- 65>: %6
- 64-55: %9
- 54-36: %26
- 34-18: %38
- 18<: %21

[1] https://financesonline.com/video-game-demographic-statistics/

Features

Maham motivates children to do their chores while also helping their parents.

01 The app allows parents to set many types of tasks with rewarded points for their children.

02 Parents can also add gift rewards to be redeemed after collecting a specific number of points.

03 If the child completes a task, they can claim points, which allows them to receive rewards afterwards.

Results