

# CSU Bakersfield

School of Natural Sciences, Mathematics, and Engineering



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#### Abstract

- ★ Mental health application with main goal of helping the user maintain a daily healthy mindset
- ★ Recommends articles, activities, and other forms of entertainment based on emotion

#### Features

- ★ Interactive quiz that determines current emotion of the user
- ★ Login functionality saved remotely through email in junction with personal user profiles
- ★ Visual calendar that saves previous days emotions for quick referencing

#### Resources



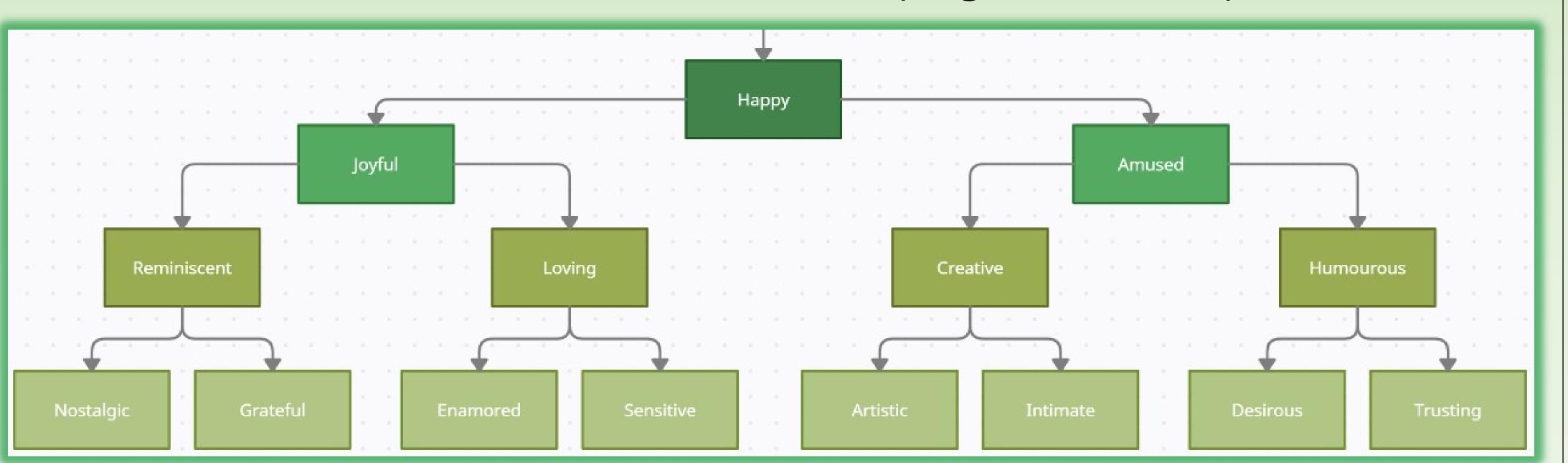




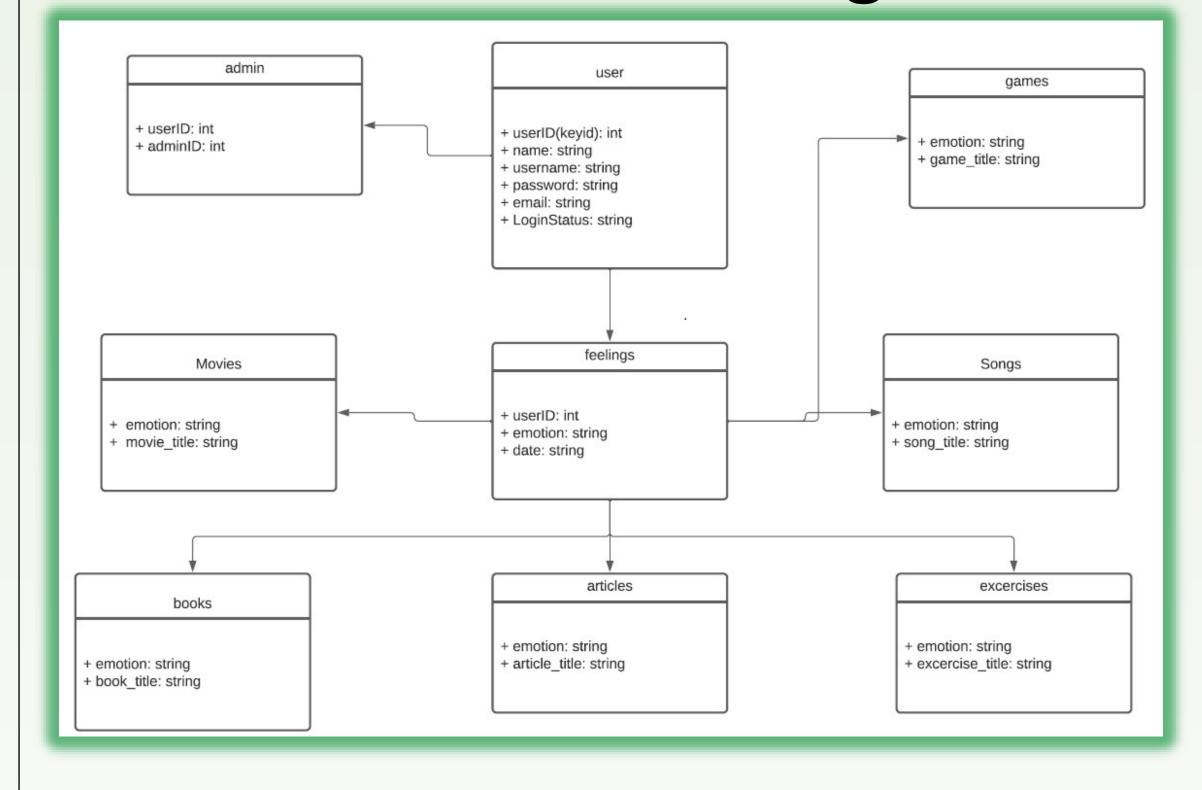


# Implementation

Positive Emotion Tree (Segment 1 of 9)

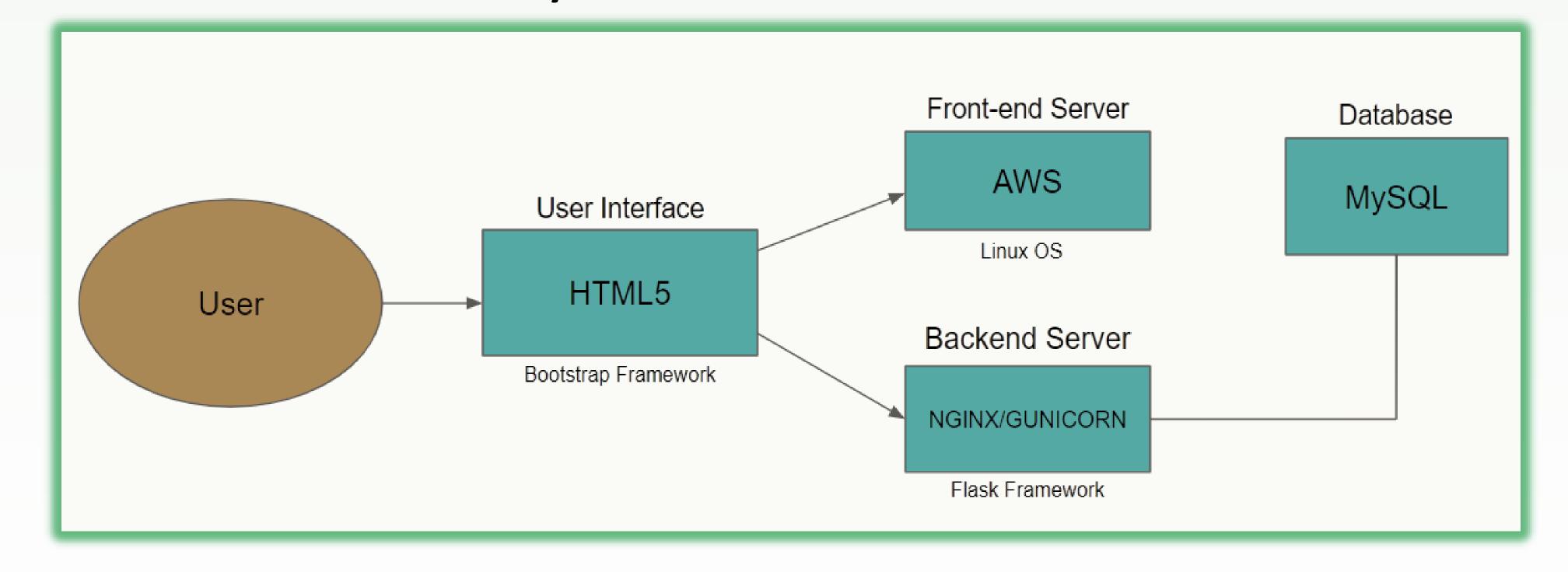


### Database UML Diagram





### System Architecture



## Target Market

- ★ Everyone who was negatively affected by the covid pandemic
- ★ Those who are feeling either stressed or depressed and are reaching out for help
- ★ There's a possibility of a large user base given the current status of the world

## Development Timeline

#### Scrum Methodology

- **★ Sprint 1:** Foundation Creation Conceptualization & Research
- **★ Sprint 2:** Front End Design Client Requests & Intuitive UI
- **★ Sprint 3:** Back End Design Algorithm & Database
- ★ Sprint 4: Expert System
  Likert Quiz & Artificial Intelligence
- **★ Sprint 5:** Error Reduction Security & Quality Testing



Your mental health is an important aspect of your being, give it the care it deserves. Welcome to the Sanctuary for your Mind.