HealthQuest is an app that can be used to monitor the amount of steps you take in a day, as well as the amount of distance you cover over the course of that day. It will also calculate the average steps and distance when the related button is pressed. HealthQuest then converts the amount of steps you take into “energy”--a currency used to go on Quests. Quests are a built-in game in HealthQuest, and they allow you to have a fun payoff for your hard work! You will be pitted against a fierce monster and do your best to defeat it. If you win, you will be rewarded with experience and coins, which are used to buy items to make future quests easier. With enough experience, you will level up to face new monsters.

When the app begins, the user will be prompted to enter their name, which will be used throughout the app. Then, the user sees the main screen, which is where their current level, experience, coins, energy, avatar, daily challenge, and their health statistics are displayed. From the main menu, users will be able to:

1. Force a daily reset: Forcing a daily reset resets the total number of steps and distance traveled that day, and recalculates the average number of steps and distance. It does this by keeping a counter of how many times the daily reset has occurred, and adding the number of steps or distance achieved in the day to a running total. That total is then divided by that number to return the average.
2. Refresh: Refreshing the app updates the display. It will update the number of steps taken and distance traveled that day, as well as how much energy the user has. One energy is granted for every one hundred steps the user walks.
3. Settings: By pressing Settings, the user opens up a new activity. Here, the user can:
   1. Set Daily Challenge: By pressing this button, the user can set a daily challenge for themself. This is calculated in either steps or miles, as the user prefers. The user is then prompted to enter a number. This can be any number, but other characters are not allowed. When hitting the Accept button at the bottom, the app saves both the medium of the challenge (steps/distance) and the number, and that is displayed on the main activity page.
   2. Rename Yourself: This opens a dialog box that allows user input to change their display name. This text input accepts all characters.
   3. Licensing: As HealthQuest uses Levente Bagi’s source code (found at <https://github.com/bagilevi/android-pedometer>), HealthQuest also falls under the GNU General Public License. By clicking this button and confirming, the user will be taken to the page where they can read through the license.
   4. Touch the sword: Why would you do that? Swords are sharp.
   5. Clear Daily Step Average: Clicking this button and confirming will reset your daily step average to zero, as well as reset the counter for the days.
   6. Clear Daily Distance Average: Functions the same as Clear Daily Step Average, but instead clears the distance average.
   7. Clear Account: Wipes all the data in the account. All the numbers are reset down to zero, and the data is gone forever. The user is then taken to the Naming Activity.
4. Customize: Here, the user is provided with four groups of radio buttons: hair color, eye color, hair length, and skin color. The user can choose which ones they would like their avatar to have, and when “DONE” is hit, their avatar on the main activity and in Quest will change.
5. Quest: Quest is the “game” part of the app. Entering Quest will reduce the user’s energy by one. If they do not have sufficient energy, there will be a small notification on the bottom to remind them. If they do, they will be taken to the Quest activity. The user will see their name, their health bar, and their avatar across from their enemy’s avatar, as well as their health bar and name. There are two things the user can do in Quest:
   1. Fight: Fighting does damage to both you and your opponent. Your damage output stays constant, while the opponent’s damage will increase as you grow in level. The first one whose health bar reaches zero loses. If the user loses, they only lose the energy that they used to enter the Quest. If the user wins, they gain experience and coins, which can be used to purchase items in the Shop.
   2. Use an Item: Using items allows the user to either recover health, double their damage output, or half their damage intake. The items must be purchased in the Shop to be used during the Quest. The items appear in a list and can be clicked on, and will open a popup window that shows the item’s name, description, function, and the quantity that the user has. By using one of the items, the quantity decreases by one, and their effects begin the next turn.
6. Shop: Here, the user can spend their hard-earned coins on handy items that will help them out when they are out Questing. The Health Potion is available for fifty coins, and Attack and Defense Potions are available for one hundred coins. A list of the available items will be displayed and clicking on an item opens a pop-up window that contains the item’s name, description, effect, and the quantity owned by the user. From this window, the item can be purchased.
7. Inventory: This window looks almost identical to the Shop window, and functions the same, except items can not be purchased from inventory. The pop-up window only allows the user to view the items they have