



# Team CoBot



## Members:

Dominic So (Cappgemini): **Project Lead**

Raymond Tran (Cappgemini): **Video/Animation Lead**

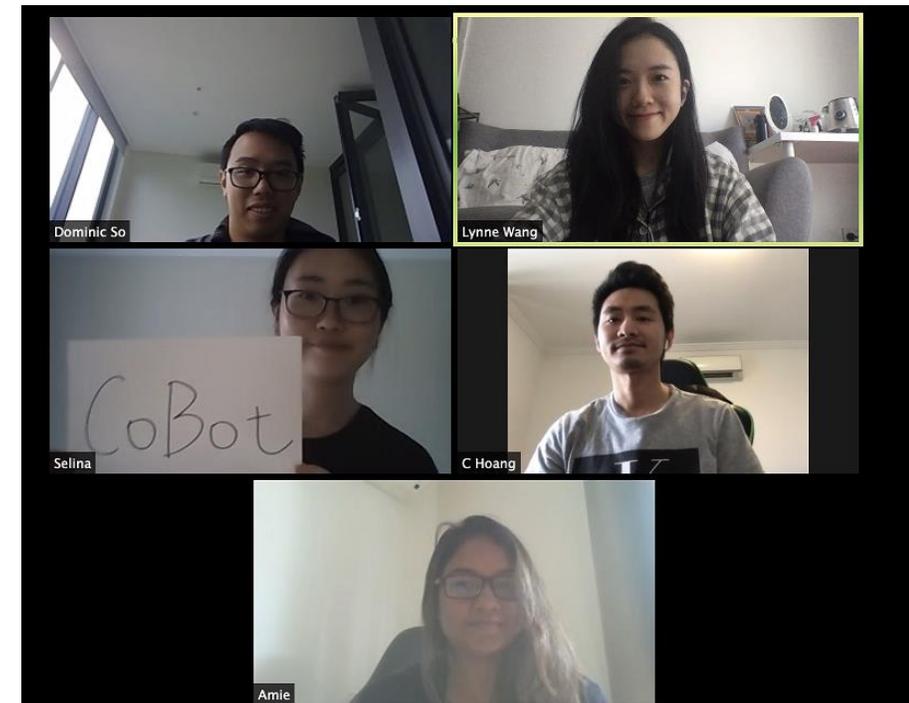
Huy Cat Hoang (HeartBug): **Lead Developer**

Leyi Wang (UoM): **UX/UI designer**

Selina Yang (USYD): **Data Analyst / UX designer**

Amie Dsouza (AGL): **Business Analyst**

Alex Bagg: **Mentor**



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Overview

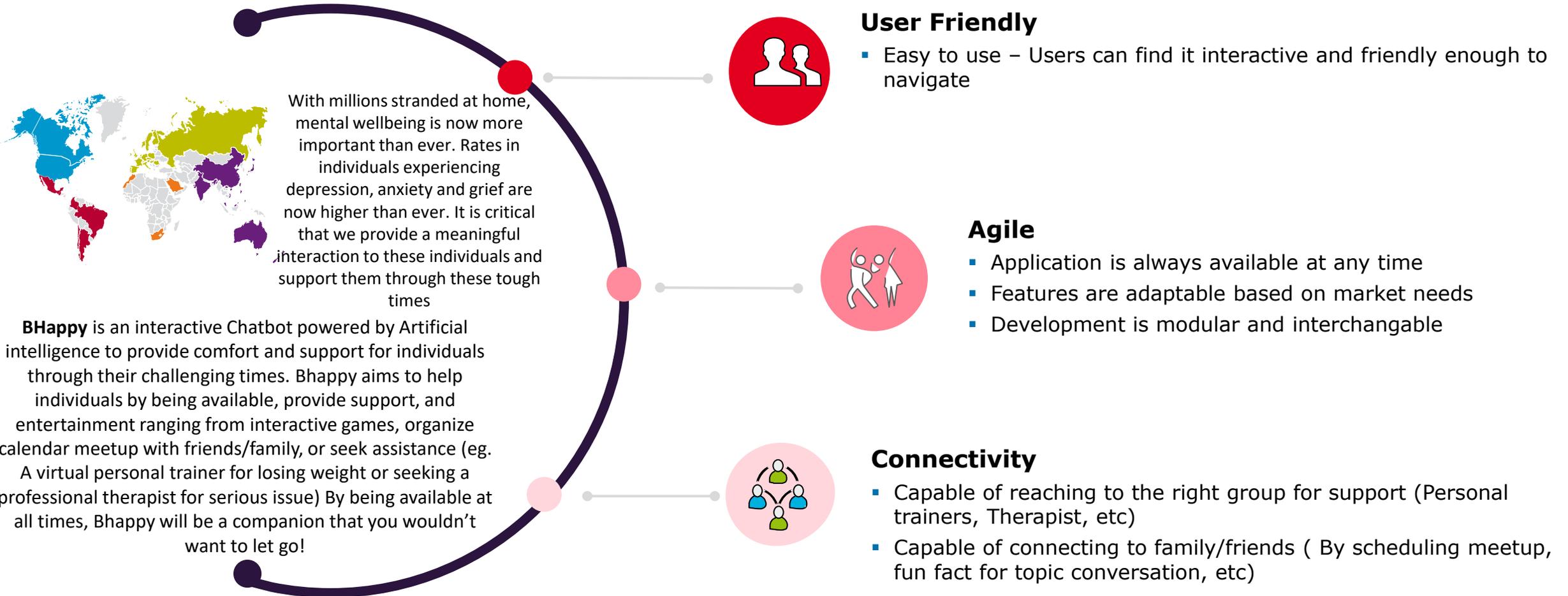


Business Model



Mobile App features & What's Next

# Overview



# Business Model



## Key features

- Flexible and adaptable with the market needs
- Interactive and fun
- Interpersonal for each users
- Available at any time

## Target Audience

- Young adult
- Potential partnership with specialist (Trainers, Therapist, etc)
- Government agencies
- Machine learning and AI investors

## Value proposition

- User friendly with the capability to be compassionate
- Engaging and interactive
- Motivational
- Low pricing tool
- Scalable and modular with features
- Privacy and Security (Eg. Background check, Data security, etc)

## Revenue stream

- Free during initial interaction
- User can pay for certain features to be unlocked (Eg. Virtual trainer, therapist help)
- In-game currency with games to incentive it

## Development/ Maintenance

- App development cost
- Payroll for individual skill
- Marketing cost

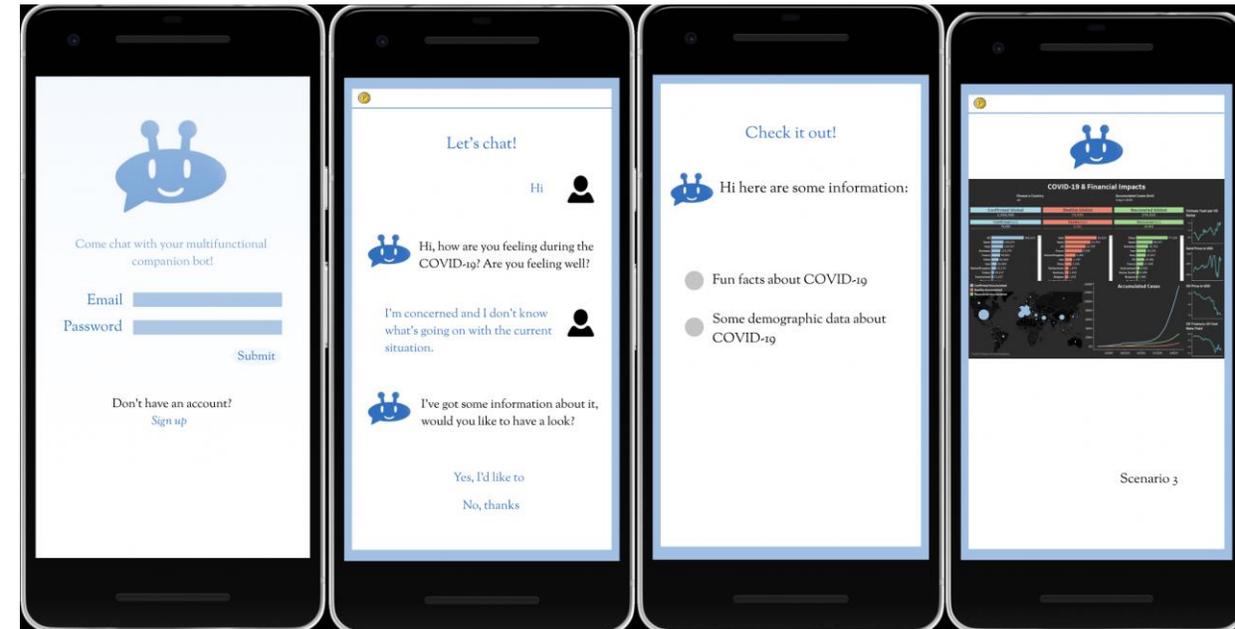
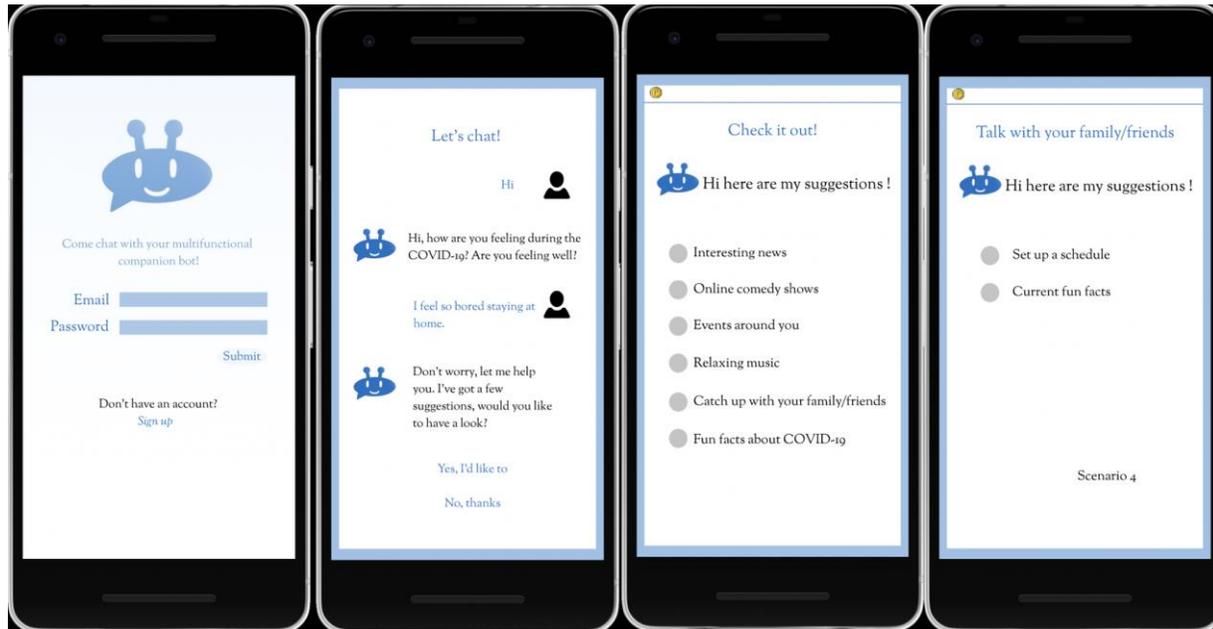


# Mobile App features

## Mobile app frame prototype

### Setting up family/friend meetup

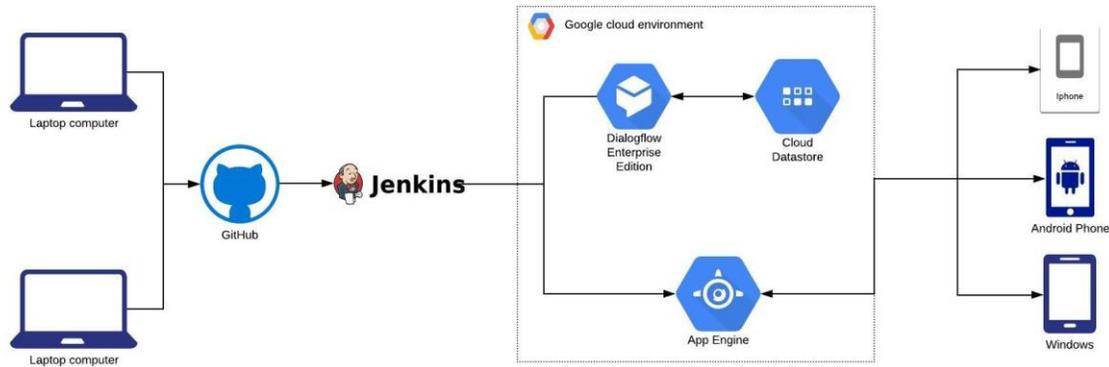
### Live information/facts





# What's Next (Features, Architecture, etc)

## Solution Architecture



## Features to be considered through future iteration

- Adding interactive games to incentivize in-game currency
- Building up security and privacy
- Bot will change color depending on the user mood navigating with color map
- Building a virtual personal trainer for the individuals to keep fit
- Connecting with real-life therapist whenever the bot detects irregularities with the user during conversation



**“Don’t Worry, BHappy!”**



# Appendix

# Github & UX design



- Github: <https://github.com/soulx12/ProjectCovid>
- UX: <https://www.figma.com/file/G7PCoLVXsrD57f8OzwGHnM/Untitled?node-id=0%3A1>

🐱 hchoang updated - fixed typo		Latest commit 3a943d8 12 minutes ago
📁 .idea	updated - add new style	yesterday
📁 app	updated - added layout for choice	2 hours ago
📁 gradle/wrapper	update - reinit android project	yesterday
📁 img	updated - added README	15 minutes ago
📄 .gitignore	update - reinit android project	yesterday
📄 README.md	updated - fixed typo	12 minutes ago
📄 build.gradle	update - reinit android project	yesterday
📄 gradle.properties	update - reinit android project	yesterday
📄 gradlew	update - reinit android project	yesterday
📄 gradlew.bat	update - reinit android project	yesterday
📄 settings.gradle	update - reinit android project	yesterday

# Video submission



- Source: <https://www.youtube.com/watch?v=gtYugha8ydM>



**Social Isolation**  **Mental Wellbeing**

Mental Wellbeing is greatly impacted by long periods of social isolation resulting in the following:



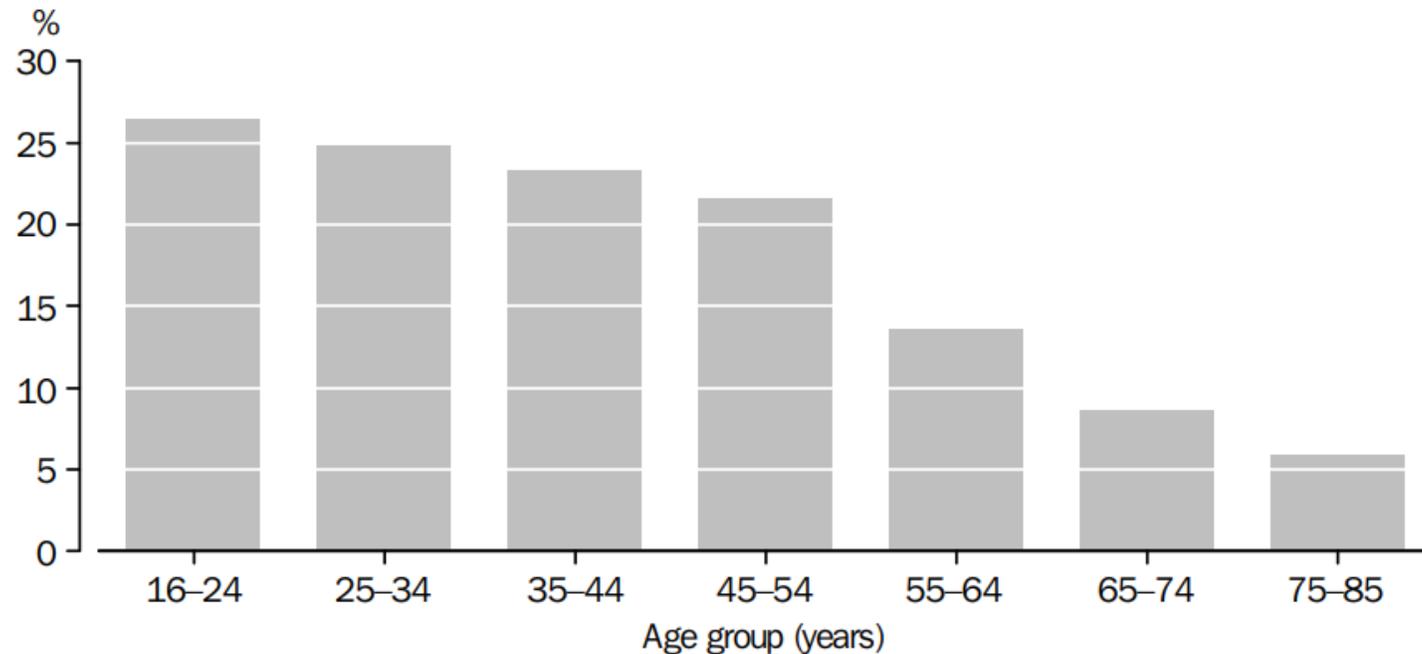
Loneliness      Panic  
Depression      Anxiety  
Grief      Disorientation



# Statistical age of mental disorder by age

- Source: <https://www.aihw.gov.au/reports/mental-health-services/mental-health-services-in-australia/report-contents/summary/prevalence-and-policies>

2. 12-MONTH MENTAL DISORDERS (a), by Age(b)



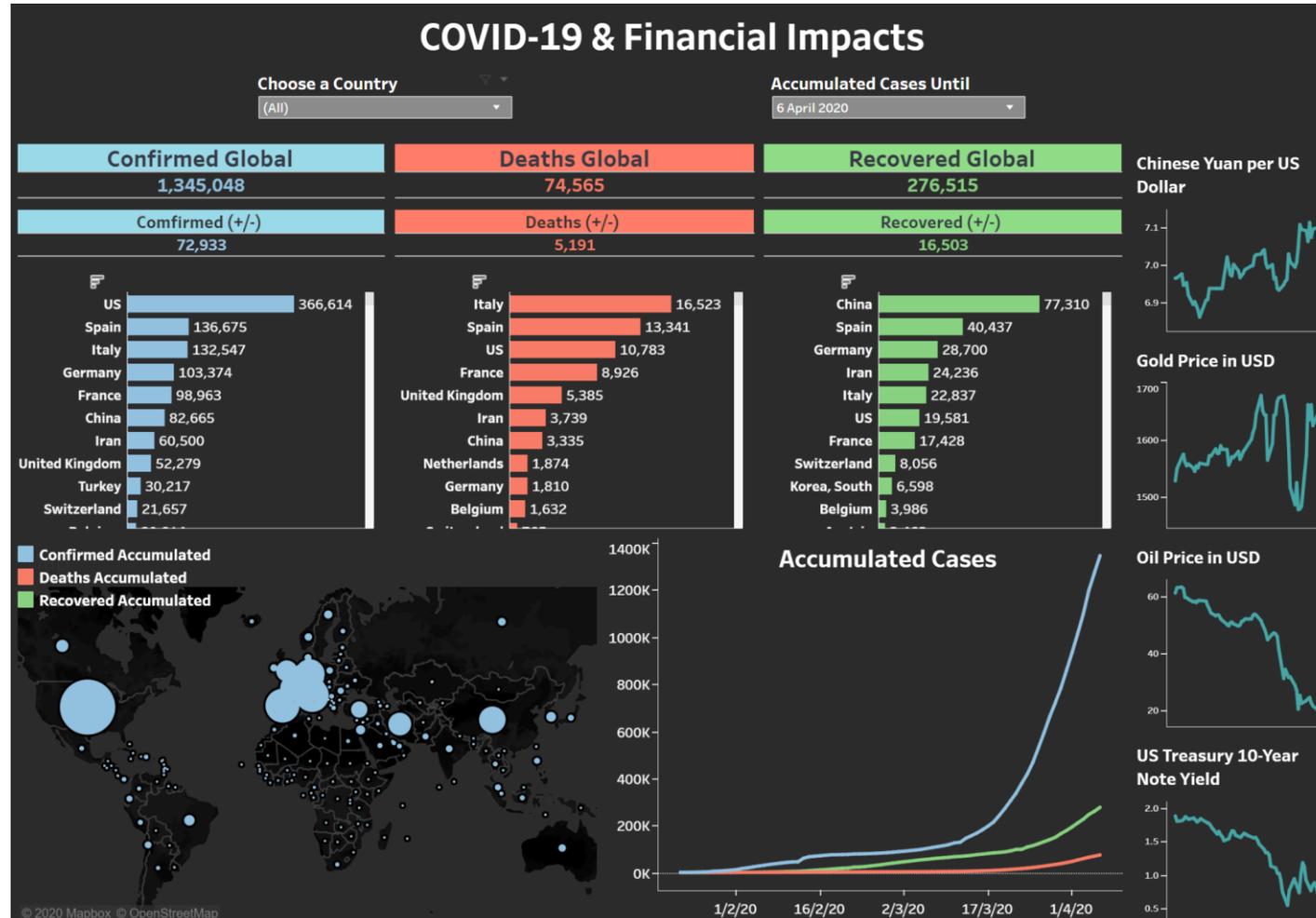
(a) Persons who met criteria for diagnosis of a lifetime mental disorder (with hierarchy) and had symptoms in the 12 months prior to interview. A person may have had more than one mental disorder.

(b) Persons who had a 12-month mental disorder as a proportion of all persons in that same age group.

# Covid- 19 & Financial impacts



- Data Source: <https://data.world/datasets/covid-19>
- Credits: Selina Yang: <https://public.tableau.com/profile/selina.yang7401#!/vizhome/COVID-19FinancialImpacts/Dashboard>





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