

1. Introduction

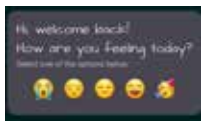
In today's highly digitalized society, many youths are isolated from each other, and fixated on their devices, thus succumbing to poor mental health. COVID-19 has exacerbated this effect, causing many youths to feel isolated from their peers, and worsening mental health states. It also helps build up a supportive community of friends, helping people dealing with conditions that may relapse.

2. Overview

"Gift-O" offers an engaging way for users to be there for their friends. Users can check on and cheer up friends with a few clicks, as well as send gifts for any occasion.

3. Feature Description

3.1.1 Mood: Check In



Users can set their mood on the application home screen by specifying their mood via an emoji,

and they can unset it at any time of their choosing. Friends and close friends will be notified about their mood change via a notification.



3.1.2 Note of Affirmation

Users can write a note to encourage themselves. This note will be displayed on the Home Page.

3.2 Gift Editor



Users can create meaningful gifts for their friends in the gift editor. It has a wide variety of options, such as the "Flowers", "Stickers", "Notes" and "Activities" categories. The editor is designed to allow sincere gifting without hassle. With a click, users can make desired components appear in the workspace. Users are able to drag the components around and arrange them however they like. After that, they can save their draft, or send it to a

friend.

3.2.1 Activity Generator

If users want to spend time with a loved one, but are unsure of what to do, they can use "Activities". In "Activities", after choosing which friend they would like to spend their time with, AI will be used to generate activity suggestions (based on the 16 personalities of both parties) that both parties will enjoy. Users can then send their friend a customized activity to set aside time to do the activity together.

3.3 Friends system



Gift-O supports a friends system where users can make friends with each other, enabling them to give and receive gifts from one another. Friends can be made through requests known as "Friend requests".

3.3.1 Close Friends

Users can click the star to level up their friend to "close friend". This would allow users to be notified about the degree of their close friend's mood change, unlike friends, who will be able to send gifts but will not get notifications.

4. Application Structure

The "Gift-O" application has been developed with Kotlin for Android. It is compatible with Android 7.0 and above. The application utilizes Firebase for its databases and storage. It also interfaces with a serverless backend in Cloud Functions and Cloud Messaging, for tasks such as Tumbleweed mood notifications.

5. Conclusion

With "Gift-O", youths are encouraged to express their emotions, encourage one another, and share personalized gifts with each other. Unlike platforms currently in the market, it focuses on positive interactions between peers for better mental health through strong social support networks.