

## Abstract

Smartphones provide a plethora of functionalities because the number of applications that can be developed through programming are limitless. The applications that have been developed thus far for the smartphone have shown large advancements in many areas such as math, science, human interactions, etc. However, one of the downfalls of the advancement in technology is that it causes us to be inactive in regards to our health.

According to the CDC, more than one-third of U.S. adults are obese. As more mobile applications are being made as we speak, there are surely applications out there that already provide knowledge and methods to becoming healthier.

This is where Project:PET will come into play. Project:PET will provide incentive for people to become active when it comes to exercise by owning a pet. Just like a real pet, it would keep the user accountable and notify whenever the pet is starting to become unhappy/unhealthy. In essence, the pet will be a reminder to get active and this will naturally lead to seeing the benefits of seeing your pet grow as well as your physical health!