

TaskPoint – Gamified Task Manager App

Client: Ala
Date: April 12, 2025

1. Project Overview

The goal of this project is to develop a mobile application that helps users manage their daily tasks while incorporating a reward system based on gamification. Users are motivated to complete tasks based on their priority, earning points that can later be used to unlock fun or relaxing activities such as watching a movie, playing a game, or other personalized rewards.

2. Key Features

- Task Management: Add/edit/delete tasks, set priorities, due dates, and mark as completed.
- Point System: Earn points based on priority (Low=5, Medium=10, High=20).
- Rewards System: Use points to unlock fun activities like watching a movie or playing games.
- User Profile and History: Track tasks, points earned/spent, and view activity log.

3. Target Platforms

Mobile App: Android & iOS (initial focus on mobile). Optional web version and admin dashboard for future phases.

4. Design and User Experience

Clean and modern UI with color-coded priorities, motivational animations, and weekly productivity reports.

5. Optional Advanced Features

- Social features (compete with friends)
- Habit streaks and daily goals
- Notifications/reminders
- Cloud sync & backup

6. Technical Requirements

- Backend: Firebase / Node.js / Django
- Frontend: Flutter / React Native
- Database: Firestore / PostgreSQL
- Authentication: Email/password or Google login
- Analytics: User engagement tracking

7. Budget and Timeline

Estimated Timeline: 2–3 months for MVP

Budget: To be discussed based on scope and features.

8. Project Goals

Help users stay productive, make task management fun, and balance work with rewards.

9. Conclusion

As a client, I'm looking for a software development company that can bring this idea to life with strong UX design, reliable technology, and a user-focused approach.