

Task Category	Task Name	Task Description	Who does it	Progress
User management	Create user database	Create User table with all its data		Not started yet
Registration (login)	Create GUI for Login screen	Add labels for username and password, implement Login button, Create account button, Forget password button		Not started yet
Registration (login)	Implement button handler functions	Handle button clicks : open screen for create account, open profile page, open screen for forgot password		Not started yet
Registration (login)	Implement login validation functions	Check if email/username valid, if password is valid - match the data in database for that certain email/username		Not started yet
Registration (login)	Show error messages	If the validation for login doesnt work, display a message box letting the user know the login failed		Not started yet
Registration (create account)	Create GUI for Create account	Add labels for email, username, password, verify password, implement button for done(create account)		Not started yet
Registration (create account)	Implement handler function for button on Create account	Handle the button : when clicked it opens profile screen		Not started yet
Registration (create account)	Validate username and email	Make sure they are unique and dont already exist in database		Not started yet
Registration (create account)	Validate passwords	Make sure password chosen meets requirements, and verify password matches password		Not started yet
Registration (create account)	Add user to database	Add the new user and its data to the existing database		Not started yet
Registration (forgot password)	Create GUI for forgot password screen	Add label for email (to which a reset link will be sent), add button for submit		Not started yet
Registration (forgot password)	Implement Submit button handler	Handle Submit button click : once clicked, text box with "Reset link sent" appears		Not started yet
Registration (forgot password)	Validate email	Make sure email is valid (exists in database)		Not started yet
Registration (forgot password)	Send reset link	Send to the email a reset link that will take user to a Reset password screen		Not started yet
Registration (forgot password)	Create GUI for Reset password	Add label for new password and verify new password, add Done button		Not started yet
Registration (forgot password)	Handle Done button	Once pressed (if all is valid) password is updated in database and user is taken back to login		Not started yet
Registration (forgot password)	Validate passwords	Same as the one in Create account		Not started yet
Registration(all)	Encrypt passwords	Make passwords look like ***** when user types them in		Not started yet
Profile page	Create GUI for profile header	Add Profile icon with user picture, display texts with user information (username, bio, number of achievements)		Not started yet
Profile page	Add button for Configure profile	When clicked it takes you to configure page		Not started yet
Profile page	Create GUI for profile body?	Grid (one box for preview of achievements, one box for preview wallet, one box for collection of items)		Not started yet
Profile page	Implement visibility settings	Make wallet preview and configuration button visible only for the owner and not for other users		Not started yet
Wallet	Create Wallet Table	Set up a database table with wallet fields.		Not started yet
Wallet	Link wallet to user ID	Ensure each user has a unique wallet ID		Not started yet
Wallet	Design Wallet UI	Plan and create the layout for the wallet screen.		Not started yet
Wallet	Create Wallet Overview Page	Design a UI screen summarizing wallet balance, transactions, and options.		Not started yet
Wallet	Add Clickable Wallet Balance	Make wallet balances interactive to open the "Add Money" or "Buy Points" pages.		Not started yet
Wallet	Design "Add Money" Page UI	Create a page where users can specify an amount to deposit.		Not started yet
Wallet	Implement Amount Selection	Let users enter an amount, with a \$500 max limit displayed.		Not started yet

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Wallet	Track game points	Award 10% game points for each purchase.		Not started yet
Wallet	Validate Credit/Debit Card Inputs	Ensure card number (13 digits), CVV (3 digits), and expiration date (MM/YY, future).		Not started yet
Wallet	Validate PayPal Inputs	Check that email is in "user@example.com" format and password is at least 8 characters.		Not started yet
Wallet	Create Payment Method Selection UI	Show PayPal and Credit/Debit Card options.		Not started yet
Wallet	Handle Payment Errors	– Display real-time error messages for invalid inputs.		Not started yet
Wallet	Design "Buy Points" Page UI	Allow users to purchase points with preset packages and dynamic pricing.		Not started yet
Wallet	Implement Point Purchase Options	Offer preset packages (e.g., 25 points for \$8 instead of \$10).		Not started yet
Wallet	Allow Wallet Balance as Payment Method	Let users buy points using their in-app money		Not started yet
Wallet	Verify Sufficient Funds for Wallet Payments	Prompt users to add money if their balance is too low.		Not started yet
Wallet	Prevent Negative Balances	Add checks to stop overspending.		Not started yet
Achievements	Create Achievements Table	Set up a database table for achievements.		Not started yet
Achievements	Design Achievements UI	Design an Achievements page in the user profile		Not started yet
Achievements	Create User_Achievement Table	Store unlocked achievements for each user.		Not started yet
Achievements	Define Achievement Types	Set categories (friendships, games, reviews, etc.).		Not started yet
Achievements	Grant Achievement Points	Add points to the wallet when an achievement is earned.		Not started yet
Achievements	Prevent Duplicate Unlocks	Ensure achievements are only awarded once per milestone.		Not started yet
Achievements	Show Achievements in Profile	Display unlocked achievements.		Not started yet
Achievements	Show Locked Achievements	Display incomplete achievements for motivation.		Not started yet
Achievements	Enable Achievement Details	Implement hover/click to view more information.		Not started yet
Achievements	Add Unlock Animation/Sound	Improve user experience with effects.		Not started yet
Achievements	Points calculation	Implement points calculation logic for each achievement type		Not started yet
Achievements	Icon	Implement icon/photo assignment for achievements		Not started yet
Configurations Menu	GUI for modifying profile or settings	Implement a GUI that can lead to modifying either profile appearance (like description, profile		Not started yet
Setting Modifications	GUI for the settings page	Implement a GUI where a user can change their password, email, developer status. From this		Not started yet
Setting Modifications	Ensure changes are valid	All the modified data should meet all the conditions verified when creating account		Not started yet
Setting Modifications	Confirm identity	No changes should be performed without identity confirmation. Ensure that, before saving an		Not started yet
Setting Modifications	Send notification email	Whenever a "trivial" (email or password) change is made, user is notified by email.		Not started yet
Setting Modifications	Data is modifications from multiple sessions	Consider the case where a user is logged in from 2 devices and is trying to modify their data		Not started yet

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Features	GUI for Edit Profile	Implement the GUI of the page where user can change the description, photo and active featu		Not started yet
Features	GUI for Edit Equipped features	Open a window where user can see all the features they can try or equip		Not started yet
Features	Create Features Database	Create a database containing fields for id, name, category, value and a specification field havi		Not started yet
Features	Create User-Feature Database	Each user can buy features in order to equip their profile. When an aquisition is done, a new e		Not started yet
Features	See Features	When editing profile, user should see all the features, the ones they don't own will have a locl		Not started yet
Features	Preview Feature	User can click on a feature to see how it would appear, this will send them to a preview of the		Not started yet
Features	Change equipped features	When user presses equip for a feature, if any other with the same type has equipped set to tr		Not started yet
Features	Ensure changes are visible	When openning the profile of an user, it should be loaded with the features they have active.		Not started yet
Features	Unequip feature	User should be able to unequip one of their features. For that, they will need a "Unequip" butt		Not started yet
Features	Buy new feature	When pressing a locked feature, user should have a go to shop button that leads to the marke		Not started yet
Friendships	Friendships database table	Receive friendships database table from the Community Team. Ensure it includes fields for u		Not started yet
Friendships	Implement query to count number of friendship	Implement a database query to count confirmed friendships per user. Display this count dyna		Not started yet
Friendships	Display number of friends on profile	Add a section to the user profile UI that displays the total number of friends. Ensure the numt		Not started yet
Friendships	Display a list with all YOUR friends	Click on the Number of friends and go to a new page where you can see all your friends! Each		Not started yet
Friendships	Implement "Remove Friend" button	Add a button next to each friend in the friend list that allows users to remove them. Clicking it		Not started yet
Friendships	Implement "Go to Profile" button	Add a button next to each friend in the friend list that redirects to their profile page. Ensure it		Not started yet
Game Collections	Games database table	Receive games database table from the Used Games Team. Ensure it includes user IDs, gam		Not started yet
Game Collections	Create collections database table	Create a database table for "Owned Games" default collection + user-created collections with		Not started yet
Game Collections	Implement "Owned Games" default collection	Implement logic to track purchased games and add them automatically to a default "Owned (Not started yet
Game Collections	Implement collection creation feature	Implement a GUI and backend functionality that enables users to create personalized game c		Not started yet
Game Collections	Implement modifying collections	Implement an interface where users can add or remove games from collections. Include opti		Not started yet
Game Collections	Implement visibility settings	Add a toggle that allows users to set collection visibility. Ensure private collections are only a		Not started yet
Game Collections	Display collections on profile	Display all user-created collections on their profile page. Ensure collections are visually distin		Not started yet
Game Collections	Display a collection's page	From "Display collections on profile" select a collection you want to go to. Display the Collecti		Not started yet