

# ADHD Todo List

The goal of this project is to create a web application that can work as a basis idea for a future Mobile App I can create. I wish to test making a web application so this will be my practice.

## Goal

The goal of the app itself is to create an ADHD Todo List that will incorporate incentives to the to-do list to help motivate the user into completing their daily tasks. Many people like me struggle with motivation and memory to get their daily tasks done so the majority turn to a to-do list to keep track of things needing to be completed. A simple to-do list may not always be effective so playing into some quick dopamine boosts may help improve productivity. So, I will be adding a collection aspect where users will gain points from completing their to-do list items to then spin on a wheel to collect characters they like.

## Methodology

While working through the class and learning each aspect of web application development I will adapt continuous improvement by working on each aspect as we learn them to improve prior pieces of work and learn what to add next. This will also include incremental learning since I'll be learning new things to apply to my application as we go through the class.

## Design

Due to the simplicity of a to-do list we will stick with the MERN architecture to work with React and create the web application that way. Using React would allow for easy adjustment to the to-do list allowing for no need to refresh pages and easy updating it. The application itself will consist of 3 main pages being the main to-do list page that the user can adjust the amount of tasks they need to get done, then there will be the collection tab to show what the user has collected so far in ways of rewards from the wheel, lastly there will be the wheel view where users can spend currency to gain new characters. To access the application, we will use OAuth2.0 and bcrypt to protect users information when logging into their account.

## Future additions

- Like other gacha applications a system could be implemented where users could choose from a rotating collection of wheels to gain an even bigger collection.
- The creation of a mobile application that links to the account created on this site to be able to manage your to-do list and spin any current wheels available.
- Create some game mechanic for the characters and or creatures you collect so to give more drive to the user to collect and complete their to-do list
- Set to-do list items so that the user can't just add multiple easy to-do list items to easily collect everything
- Potentially add some story aspect to the application so people have more desire to persistently acquire currency.