# Development of a Task Management Application

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## ABSTRACT

In the rapidly evolving digital age, professionals, notably software engineers, often try to manage their schedules efficiently. The workload coupled with the software industry makes it challenging to remember and follow schedules.

To address this issue, we introduce a TODO application tailored specifically for those in the professional world. This intuitive app not only allows users to list tasks but also sends timely reminders to ensure tasks are completed as scheduled. By integrating advanced algorithms and user-friendly interfaces, the application seeks to optimize productivity and minimize the chances of missed deadlines or overlooked tasks. Through this solution, software engineers and other professionals can navigate their busy schedules with greater ease and efficiency.

## Introduction

In the hectic world of professionals, every minute counts. The constant barrage of meetings, tasks, and deadlines can easily become overwhelming. As these professionals dive deep into solving problems such as coding complex solutions, it becomes easy to lose track of time, forget impending tasks, or overlook critical deadlines.

These oversights can have significant implications, not just for the individual but also for entire teams, projects, and in some cases, companies at large.

However, not just any tool would suffice. Given the unique nature of their work, software engineers require a solution that caters specifically to their workflow, reminding them proactively and aiding them in prioritizing their tasks.

## Related Work

Mishra, Alok, and Deepti Mishra. "Software project management tools: a brief comparative view." ACM SIGSOFT Software Engineering Notes 38.3 (2013): 1-4.

Brad, Marius-Constantin, et al. "A comparative study of agile project management software tools." Academy of Economic Studies. Economy Informatics 16.1 (2016): 27-38.

Abramova, Veronika, Francisco Pires, and Jorge Bernardino. "Open source vs proprietary project management tools." New Advances in Information Systems and Technologies. Springer International Publishing, 2016.

## Engineering Processes

Our team is committed to employing the Agile Scrum methodology for the upcoming project. Scrum, a popular subset of the Agile approach, emphasizes iterative development and fosters collaboration across multifunctional teams. To maintain momentum and address potential obstacles, daily stand-ups will be held, ensuring that all team members remain synchronized in their efforts.

Strawman/Prototype shows the steps of a UI interface of a TODO applications. There is software to implement a prototype such that the customer will have the ability to see our prototype. This means if any mistakes are made during our prototype, we as designers can revise and fix our problems. This will follow an iterative process since prototypes require revision.

Given the ever-evolving landscape of software development, being able to adeptly handle new requirements or changes is a must. Scrum facilitates this adaptability, allowing for swift course corrections while prototypes provide flexibility in development of a TODO application.

## REFERENCES

[1] Srivastava, Apoorva, Sukriti Bhardwaj, and Shipra Saraswat. "SCRUM model for agile methodology." 2017 International Conference on Computing, Communication and Automation (ICCCA). IEEE, 2017.

[2] Ma'arif, Muhamad Yusnorizam, Mohd Fikri Hafifi Yusof, and Nurhizam Safie Mohd Satar. "The challenges of implementing agile SCRUM in

information system's project." Jour of Adv Research in Dynamical & Control Systems 10 (2018).

[3] Cho, Juyun Joey. "An exploratory study on issues and challenges of agile software development with scrum." All Graduate theses and dissertations (2010): 599.