



Duncan CollinsComputer Science



Brad DidierComputer Science



Aaliyah Loechner
Computer Science

Faculty Advisor: Dr. Jillian Aurisano

Mission

We aimed to create a productivity tool that users can employ to keep track of tasks and enhance productivity throughout the day. We wanted to make it fun and rewarding by providing a "gamified" experience for users.

Design Elements

Login Page Sign Up Page Task Creation & List

Leader Board

Social Page User Profile & Settings

Menu for Pages

Technology Used









Challenges

- Time & budget constraints
- User safety and privacy
- Endpoint connection

Future Work

- Implement ways to help motivate friends
- Allow user to input task weightings
- Provide alternative options for gamification based upon how user is best motivated