TaskHero

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Project Abstract

The end goal of this project is to create a to-do list that encourages users to complete their day-to-day tasks. In order to accomplish this, the application will give the user achievements and rewards based on their progress. Their progress will also be recorded and scored in a rating from one to five stars. This rating can then be shared with friends who also use the application, or it can remain private if the user does not wish to disclose this.

User Stories

- As a user of TaskHero, I would like to receive achievements and rewards to feel inspired, motivated, and have a sense of accomplishment.

- As a user of TaskHero, I would like the ability to be notified on my achievements, deadlines, and updates for my daily tasks so I can stay on track.

- As a user of TaskHero, I want to be able to create task lists so that I can be productive in my day-to-day work.

- As a user of TaskHero, I want a clean and intuitive UI to create and manage tasks so that I can easily navigate and see my task lists.

Design Diagrams

Design Diagram D0
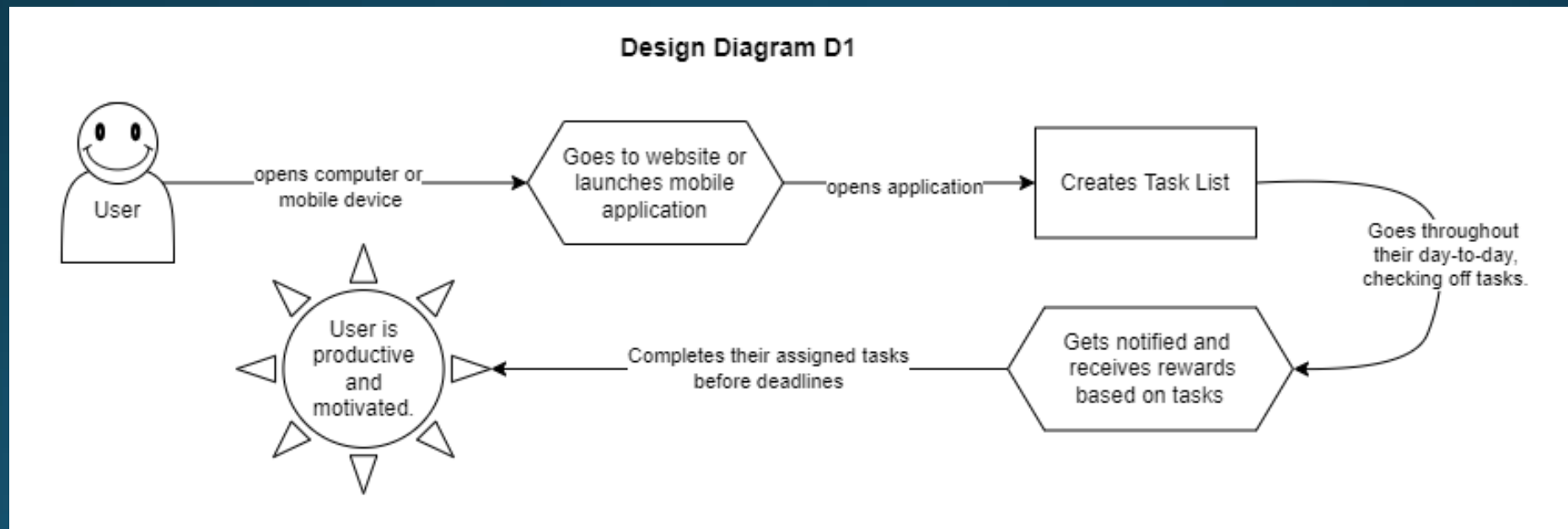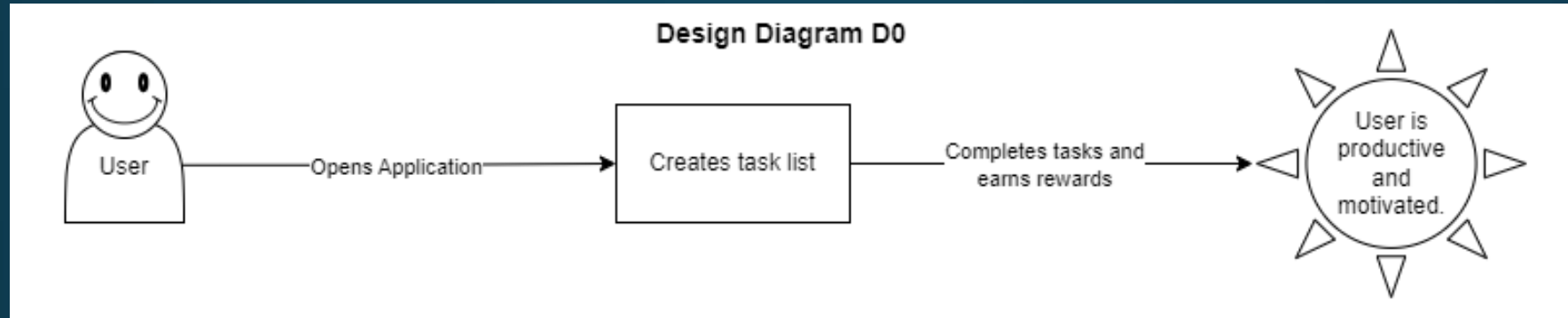
Design Diagram D1

Design Diagrams, cont.
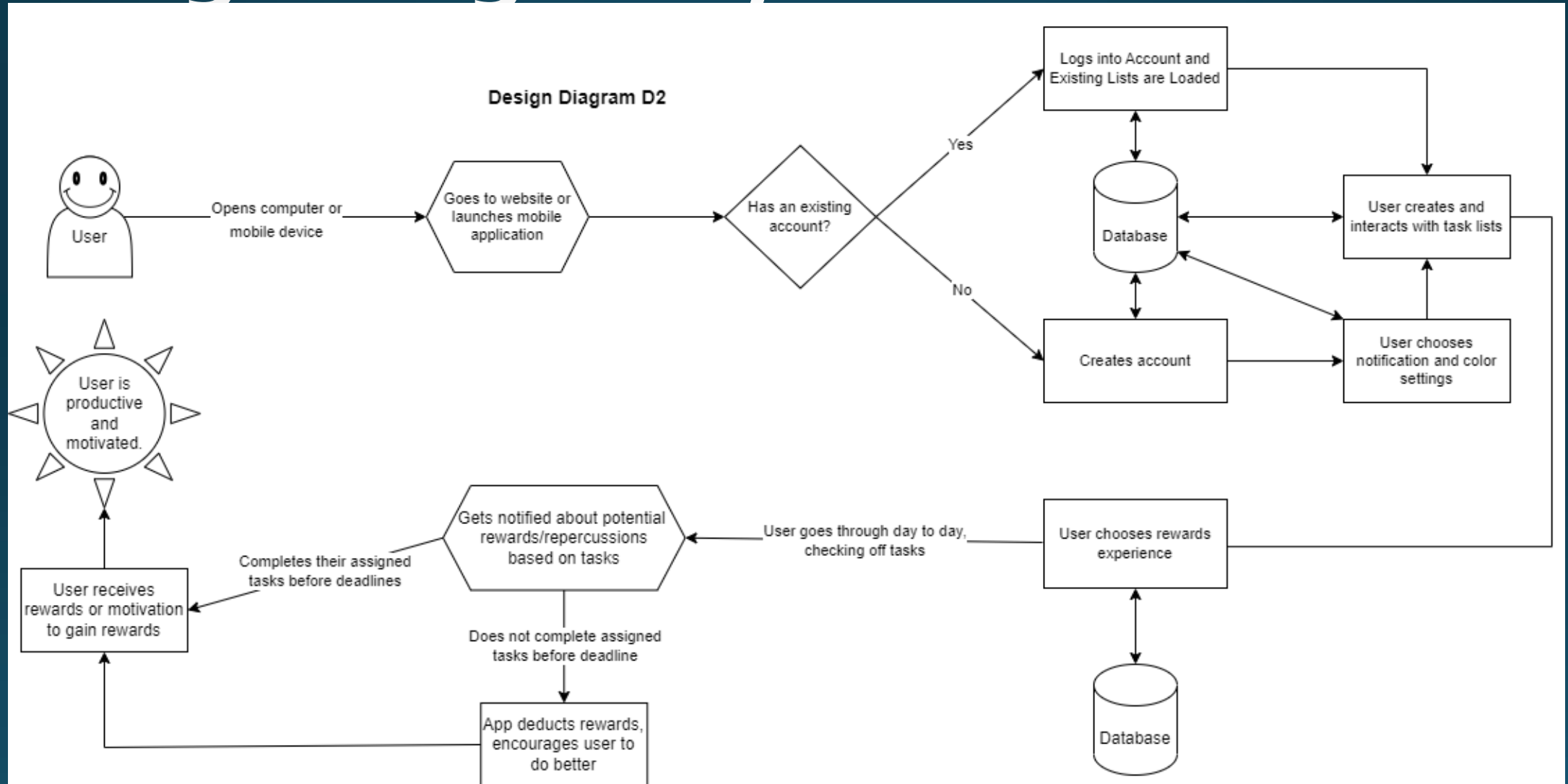
Major Project Constraints

Ethical:

An ethical constraint on our project will arise as we develop reward methods for users. It will be important for us to ensure rewards given in our application do not have negative mental health repercussions for users. We will need to motivate users but not shame them if productivity is low. Additionally, we will need to be transparent towards users about account and productivity information being public unless privacy settings are turned on.

Security:

A security constraint on our project will come when collecting user data based on their profile (username + password). To avoid issues, an encryption scheme would need to be in place so a user's account cannot be accessed by an adversary that may steal data (whether it is sensitive or not) and build a profile on potential targets. This can be done by employing one of the built-in libraries for C# & ASP.NET.

Economic:

There is an economic constraint on our project as we are seeking to host a web application in the cloud; however, this incurs a cost. As we do not have a budget for this project, this could impact how long we can maintain the solution and the quality of solution we can provide while only using free credit from platforms like Azure or AWS (Amazon Web Services). We will need to make sure we minimize usage of these products as much as possible so as not to accidentally incur heavy costs. We will try to utilize budget tools built-in available on these platforms to limit this constraint.

Current Project Progress

We have completed the following items:

- Research and determine what development tools to use for the project

We are currently working on the following items:

- Research designs for user interface/experience

- Design/Sketch storyboards

- Interview users to determine needs for application

Expected End of Term Accomplishments

- Research and determine the best development tools for the project.

- Research and determine the user reward methods.

- Interview potential users to determine user needs for the application.

- Research and design/sketch prototypes for the final application/interface.

- Sketch storyboards for interface functionality.

- Create the data base to contain user information.

- Start development on backend functionality and stored procedures.

Division of Work

Brad Didier

- Create Database, Assist in Determining Development Tools, Determine User Rewards, Partial Back-end Development, Assist in Creating Prototype, Front-end Testing, Audience Beta Testing and Surveys

Aaliyah Loechner

- Determine User Rewards, Interview Users to Determine Needs, Design/Sketch Storyboards, Research Potential Rewards Implementation, Create Final Presentation

Duncan Collins

- Create Stored Procedures for Database Access, Determine User Rewards, Assist in Creating Prototype, Explore Designs for UI/UX, Back-end Development, Back-end Unit Testing, Meeting Documentation

Expected Demo

- We will present our productivity app to potential users and have them complete a simple task in the app to show what the app is meant to do upon task completion. The app will reward the user accordingly, and we can explain more in-depth how rewards in the app work over time to encourage productivity.

- If the user is interested, we could also simulate what occurs when the user does not complete a task on time and how the app motivates a user given that information.