

Project overview

Group 1

Kristinn Hallgrímsson

Óskar Sveinsson

Roman Svec



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Introduction

Our team has selected Join&Do as the domain for our project in Software Engineering. Join&Do is a simple but powerful system designed to help people organize tasks and activities together in groups. The main idea is to support collaboration by creating shared groups where users can add tasks, assign them to members, track progress, and motivate each other with light gamification.

The motivation for this system comes from common everyday challenges such as procrastination, difficulty staying accountable, or balancing multiple responsibilities. By focusing on teamwork and shared goals, Join&Do aims to make personal and group activities easier to manage.

This report describes the scope of our project, the key stakeholders and personas, the elicitation methods we used, our domain model, and a set of scenarios that demonstrate how Join&Do will be used. These elements form the foundation for the upcoming sprints, where we will move from requirements and design toward implementation and testing.

Stakeholders

The Join&Do stakeholders are primarily split into two groups:

- **Project owner**
 - The TA's are the owner's/sponsors of the Join&Do system and provide general direction in its production.
- **End user**
 - The general user of the Join&Do system who will use it on a regular basis. Their feedback is central to the system's design.

Elicitation Methods

Our team used a mix of simple methods to identify requirements for Join&Do. We started with **team brainstorming**, where each member contributed ideas based on everyday challenges with studying, working, or personal goals.

Using the personas, we wrote **scenarios** to describe ways people could use Join&Do in practice. We also reviewed our ideas together in meetings. In addition, we made use of GenAI support (ChatGPT) to expand on ideas and refine requirements during the early phase.

This combination of techniques gave us a clear view of what should be in scope for Sprint 1 and prepared the foundation for the following sprints.

Scope

In Scope

The Join&Do system will cover the following core features:

- **User management:** creating and handling users in a simple way (no third-party logins).
- **Group management:** creating groups, adding and removing members.
- **Task management:** CRUD operations (create, read, update, delete) for tasks inside a group.
- **Task assignment:** assigning tasks to specific group members.
- **Task status:** tracking progress with states (*todo*, *doing*, *done*).
- **Notifications/reminders:** simple notifications before deadlines (for example, 24 hours before).
- **Activity log:** recording changes such as task updates or completions.
 - **Tags:** ability to add simple labels to tasks.
 - **Basic gamification:** giving points for completed tasks to increase motivation.

Out of Scope

The following will not be part of the project:

- Development of any **frontend or mobile app** – the project is backend only in Python.
- **Third-party authentication** (Google login, GitHub login, etc.).
- **Payments or billing systems.**
- **Advanced calendar integrations** (Google Calendar, Outlook, etc.).
- **Complex gamification features** such as levels, badges, or leaderboards.
- **Machine learning or AI features** for automatic task recommendations.

Scenarios

Anna, the Busy Student (21)

Anna is a third-year computer science student who lives in a shared apartment and works part-time at a café. She wants to stay on top of coursework and exams but often procrastinates when studying alone; accountability with peers helps her focus. Juggling school, work, and a social life can feel overwhelming, and coordinating study sessions with friends is harder than it should be. On her phone she relies on Notion, Google Calendar, and Duolingo, and she prefers tools that feel simple and mobile-first. With Join&Do, Anna creates a study group for “T-303-HUGB exam prep,” adds tasks like reading chapters and doing practice problems, and keeps herself on track through gamified progress with her peers—seeing their streaks and shared progress motivates her to keep up.

Markus, the Fitness Enthusiast (27)

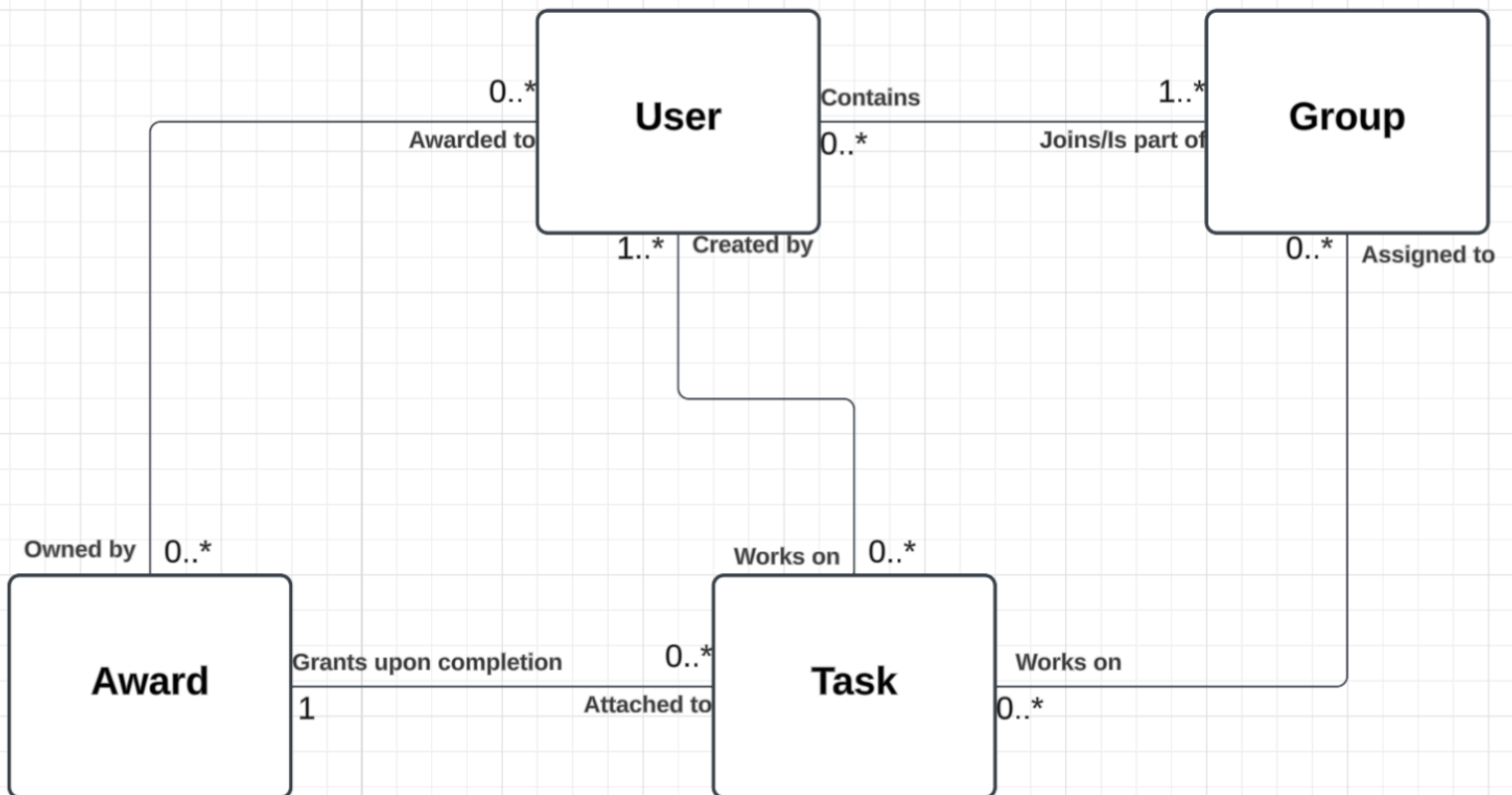
Markus is a junior software engineer living alone who wants to maintain a consistent gym routine and believes accountability buddies make habits stick. When no one notices, he finds it easy to skip workouts, and his sessions start to feel boring without variety or encouragement. He already uses Strava, Fitbit, and Discord, and he loves a bit of friendly competition. In Join&Do, Markus teams up with two friends to log weekly workouts, leaning into gamification to unlock streaks and badges. Watching the team’s progress and trying not to break the chain keeps him engaged and returning to the gym.

Sara, the New Parent (33)

Sara is a marketing professional on parental leave, living with her partner and their newborn. She’s trying to balance baby care with small personal goals like reading and self-care, and she’s looking for light social connection with other parents. Her days are unpredictable, big commitments feel unrealistic, and she needs goals that can be broken into small, achievable steps. She uses Facebook parent groups, calendar apps, and Duolingo, and she values simplicity above all. With Join&Do, Sara creates a “Daily Well-being” team with two friends, setting tiny tasks—such as a 10-minute walk or reading five pages—and celebrating small wins together. The gentle encouragement and sense of community help her feel connected even when she’s physically isolated.

Domain Model

A simple Domain Model was created for the Join&Do system. This model serves to describe basic functionality in the system without getting into technical specifications.



Conclusion

This project overview has defined the scope of Join&Do, identified the key stakeholders, and described scenarios that motivate the system's main functionality. By combining group task management with light gamification, Join&Do aims to support collaboration, accountability, and motivation in everyday activities.

The document provides a foundation for the upcoming sprints, where the team will refine the model, implement the first core features (users, groups, and tasks), and validate the requirements through testing. This ensures that Join&Do evolves step by step into a practical and usable system.