**GamifyWork  
  
Idea**

One of the most important challenges with video games is that they create a sense of progress within the game, yet this progress does not translate into real-life accomplishments. This application will help that by offering an enjoyable experience that also contributes to progress in real-life.

The purpose of this application is to give users a platform to view and manage tasks in a way that suits their likes and interests. Through the game experience, it aims to make task management enjoyable, motivating users to achieve their goals efficiently. This app brings together entertainment and productivity, proving that one can have fun while still making considerable progress towards real-life.

# **Functionally**

The application should be able to do this:

For the user:

* Create tasks.
* Mark tasks as completed.
* Edit tasks.
* Delete tasks.
* Earn points.
* Spend points.
* Add friends.
* Chat with friends

The application

* Should suggest tasks, based on preferences.
* Start random events.
* Keep a rank list of people’s score.

# **Technologies**

**Front-end:**

I am planning to use React for my project. Angular seems better suited for complicated applications and advanced developers. It was a tough decision between Vue and React, but I opted for React, for its wide world community and popularity. Furthermore, people in my environment will use it for this semester as well, which makes it more convenient.

Back-end:

I want to use ASP.Net core. I am familiar with it, I used it in semester 2. Besides that, I am doing Academic Preparation this semester, so I do not want to spend too much time learning a new language. As database I will go with MySQL because I will use structured data and I will not have to save documents.