**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 doesn’t 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 handle 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 significant 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’m 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, mainly 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’m familiar with it, I used it in semester 2. Besides that I’m doing Academic Preparation this semester, so I don’t want to spend too much time learning a new language. As database I’ll go with MySQL, because I’ll use structured data and I won’t have to save documents

# **User Stories**

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| **Title:** View tasks in homepage | **Priority:** EXTREME | **Estimate: 13** |
| **User Story:**  As a user, I want to view all my tasks and reward-tasks in the home screen, so that I immediately know what to do and what I’ve completed. | | |
| **Acceptance Criteria:**  The home screen should display a list of all tasks, categorizing them as to-dos and recurring tasks and reward-tasks.  The user could filter on “completed”, “active” and “all”. When the task is not in editing mode (just normal in the homepage) only the title is visible | | |

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| **Title:** Create tasks | **Priority:** Critical | **Estimate: 3** |
| **User Story:**  As a user, I want to create to-does and recurring tasks, so I know what to do. | | |
| **Acceptance Criteria:**  Users should be able to create tasks first with their title. The title should be max 50 characters.  The user should create the task in the correct boxes: “daily tasks” and “to-do”. If the user creates a task in the first box, there should be an option for the task to recurring itself (even after its marked as completed). | | |

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| **Title:** Mark tasks | **Priority:** Critical | **Estimate: 5** |
| **User Story:**  As a user, I want to mark tasks when I completed them, so I can see the progress I’ve made and prevent for doing things twice. | | |
| **Acceptance Criteria:**  User can click on a task to mark it as completed.  There should be a visible action, like a checkbox or button, associated with each task.  Clicking this action should change the status of the task to "completed".  If a task is already marked and you press it to mark, it will be unmarked.  So the status from “completed” will change to “active”. | | |

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| **Title:** Create rewards | **Priority:** High | **Estimate: 3** |
| **User Story:**  As a user, I want to create reward-tasks, so I can have fun as well. | | |
| **Acceptance Criteria:**  Users should be able to create reward-tasks first with their title. The title should be max 50 characters.  After its created a user can edit it, add a description and a fee. | | |

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| **Title:** Edit tasks | **Priority:** High | **Estimate: 5** |
| **User Story:**  As a user, I want to edit my tasks, so I can fix it if I have accidentally made some errors. | | |
| **Acceptance Criteria:**  Users should have the option to edit task titles, descriptions, and other details (perhaps a check-off list or end date).  Changes made to tasks should be reflected immediately. | | |

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| **Title:** Delete tasks | **Priority:** High | **Estimate: 2** |
| **User Story:**  As a user, I want to delete tasks, so I won’t have to do them. | | |
| **Acceptance Criteria:**  Given the user has made a task, when they click on the task and scroll down, there should be a button called “delete task”.  If the user presses that button there should be a warning with “Are you sure you want to delete the task?”.  After the user deletes it, the deleted tasks should no longer appear on the task list. | | |

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| **Title:** Recurring tasks | **Priority:** High | **Estimate: 8** |
| **User Story:**  As a user, I want the option to set up recurring tasks, so I won’t have to create them again every time. | | |
| **Acceptance Criteria:**  Users should be able to customize their tasks, including frequency (daily, weekly, monthly) and how many time a week/month/year. | | |

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| **Title:** Earn points | **Priority:** High | **Estimate: 5** |
| **User Story:**  As a user, I want to earn points for completing tasks, so I’ll stay motivated to do more tasks. | | |
| **Acceptance Criteria:**  Users should receive points upon completing tasks, and the points should be added to their account.  The points should be visible in the home-screen. | | |

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| **Title:** Spend points | **Priority:** High | **Estimate: 5** |
| **User Story:**  As a user, I want to be able to spend points, so it makes me eager to earn more points and do more tasks. | | |
| **Acceptance Criteria:**  Users should have options to spend their points on rewards either in a virtual shop, or in real life (for example watch tv).  In your profile you should be a able to see the items you bought. | | |

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| **Title:** Label tasks | **Priority:** Medium | **Estimate: 8** |
| **User Story:**  As a user, I want to label my tasks, so I have a better view of my tasks. | | |
| **Acceptance Criteria:**  Users should be able to assign labels and delete labels.  Tasks should be filterable or searchable by these labels. | | |

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| **Title:** Add description | **Priority:** Medium | **Estimate: 3** |
| **User Story:**  As a user, I want the ability to add notes/descriptions (perhaps a check-off list or end date) to my tasks, so that I have a better understanding of it. | | |
| **Acceptance Criteria:**  Users should be able to add detailed notes or descriptions to their tasks with a max of 255 characters.  The notes/descriptions should be accessible when viewing the task details. | | |

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| **Title:** Create account | **Priority:** Medium | **Estimate: 8** |
| **User Story:**  As a user, I want to be able to create an account, so I can start using GamifyWork. | | |
| **Acceptance Criteria:**  The registration process should include fields for username, email, and password.  Users should receive a confirmation email upon registration for account verification.  The password should be at least 8 characters including a special character. | | |

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| **Title:** Groups | **Priority:** Medium | **Estimate: 13** |
| **User Story:**  As a user, I want to join and create groups, so I can see the ranking and it creates a sense of community and competition. | | |
| **Acceptance Criteria:**  Users should be able to create and join groups or communities.  In the group there should be a leaderboard based on users' task completion and points.  (Competition between al the users in the group.) | | |

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| **Title:** Add friends | **Priority:** Low | **Estimate: 13** |
| **User Story:**  As a user, I want to add friends with other users, so I can compete and talk to them. | | |
| **Acceptance Criteria:**  Users should have the ability to send and accept friend requests.  Friends should be listed in a user's profile.  The user should be able to chat with the other users. | | |

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| **Title:** Welcome guide | **Priority:** Low | **Estimate: 5** |
| **User Story:**  As a user, I want a welcome guide, so that I have an idea how the application works. | | |
| **Acceptance Criteria:**  Upon logging in for the first time, users should be presented with an interactive or informative welcome guide.  The guide should introduce users to the key features and functionality of GamifyWork.  Users should have the option to skip the guide or revisit it later if needed. | | |

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| **Title:** Profile picture | **Priority:** Low | **Estimate: 5** |
| **User Story:**  As a user, I want to create a profile picture, so people can recognize me. | | |
| **Acceptance Criteria:**  Users should be able to upload or choose a profile picture during or after registration.  The profile picture should be displayed in the user's profile. | | |

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| **Title:** Google auth | **Priority:** Low | **Estimate: 13** |
| **User Story:**  As a user, I want the option to sign in with Google, so I won’t have to enter a mail and do the verification. | | |
| **Acceptance Criteria:**  Users should see a "Sign up with Google" and a "Sign up with Google" option on the login screen.  Clicking the "Sign in with Google" option should authenticate the user with their Google account and log them into GamifyWork.  Clicking the "Sign up with Google" option should authenticate the user with their Google account and validate them as a valid user. | | |