**Project Overview**

We worked together to create a board application designed to efficiently manage tasks and users. The project involved using design patterns like factories and builders to keep everything well-organized and scalable, with components for data handling, user interaction, and utility functions.

**Contributions**

**Pruthvi Niranjan: Full Stack Developer**

**• Focus:** Primarily worked on the core logic and structure of the application.

**• Contributions:** Developed methods for managing tasks and user interactions, ensuring the system was flexible and scalable. Implemented a builder pattern to streamline the setup of boards, allowing for easy addition of users and tasks.

**Abhay Deshpande: Full Stack Developer**

**• Focus:** Specialized in efficient object creation and management using factory patterns.

**• Contributions:** Implemented factory methods to create tasks with various statuses and priorities. Worked closely with the backend to integrate these tasks into the system. Developed methods for creating different user roles and ensured consistent use of factory patterns across the project. Also guided the team on design patterns and ensured the code followed best practices.

**Anuja Patil: Full Stack Developer**

**• Focus:** Focused on data representation and management of user accounts and tasks.

**• Contributions:** Defined the structure for user accounts and roles, implementing role-based access control and ensuring data integrity. Developed a detailed model for tasks, coordinating closely with the factory specialist to align with the data model.

**Ajith Patil: Full Stack Developer**

**• Focus:** Handled user interface development, input management, and utility functions.

**• Contributions:** Built the main controller to manage user inputs and interactions, ensuring smooth integration with backend logic. Designed a system for console input/output to simplify user interactions and implemented robust error handling. Also developed utility functions to optimize performance and reduce redundancy in the codebase.