



Kristianstad
University
Sweden

Kristianstad University
SE-291 88 Kristianstad
Sweden
+46 44 250 30 00
www.hkr.se

Agile Working - Project idea Pineapple Planner

Max Sellick, Varvara Aladyina, Deinoras Krasauskas, Azhaf Kahn, Simon Ostini

February 2025

Title

Agile Working - Project idea

Programme

Software Development

Authors

Max Sellick, Varvara Aladyina, Deinoras Krasauskas, Azhaf Khan, Simon Ostini

Keywords

Agile, Scrum, Project idea

Contents

1 Task 1

This report focuses on our task management project "Pineapple Planner". It is a task management tool with integrated calendar, todo list which aims to minimize stress in order to help completing daily tasks and improves personal productivity. We are going to build a desktop application. Our application aims to contribute to structure peoples lives and to help them achieve their daily goals.

2 Task 2

Considering ethical aspects and social responsibility in the development of the Pineapple Planner desktop application is crucial to ensure fairness, accessibility, and user trust. Ethical principles help create a product that respects user privacy and promotes inclusivity.

One key consideration is data privacy and security. Task management applications often store sensitive personal information, so implementing strong data protection measures aligns with ethical guidelines such as the General Data Protection Regulation. Ensuring that user data is stored securely in a Firebase store and not exploited for commercial gain fosters trust and transparency. **hoofnagle2019european**

Additionally, our application should not include any manipulative design or addictive features that could pressure users. **montag2019addictive**

3 Task 3

- a) We plan to develop the Pineapple Planner app with scalability and usability in mind. By using Domain-Driven Design (DDD) with C#, WPF, and Blazor, the system will be modular and easy to maintain, allowing the integration of new features over time if required. The combination of WPF for desktop and Blazor for web components will ensure a user-friendly and responsive interface. Technically, our infrastructure allows easy migration to cross-platform usage. With C#'s strong type safety and GitHub's CI/CD pipelines, the app will maintain data integrity and deliver stable updates. Lastly, we will strongly profit from JIRA's structured project and task management.
- b) We intend to build a C# WPF application that integrates a Blazor web application as an external assembly. The Blazor app accesses data from a database through queries and commands (CQRS) which are implemented in the application layer assembly. The application layer accesses our entities that are defined in the domain layer. Generally, it can be said that we plan to use a microservice architecture according to the Domain-Driven-Design (DDD) infrastructure pattern also known as the *Onion architecture*.

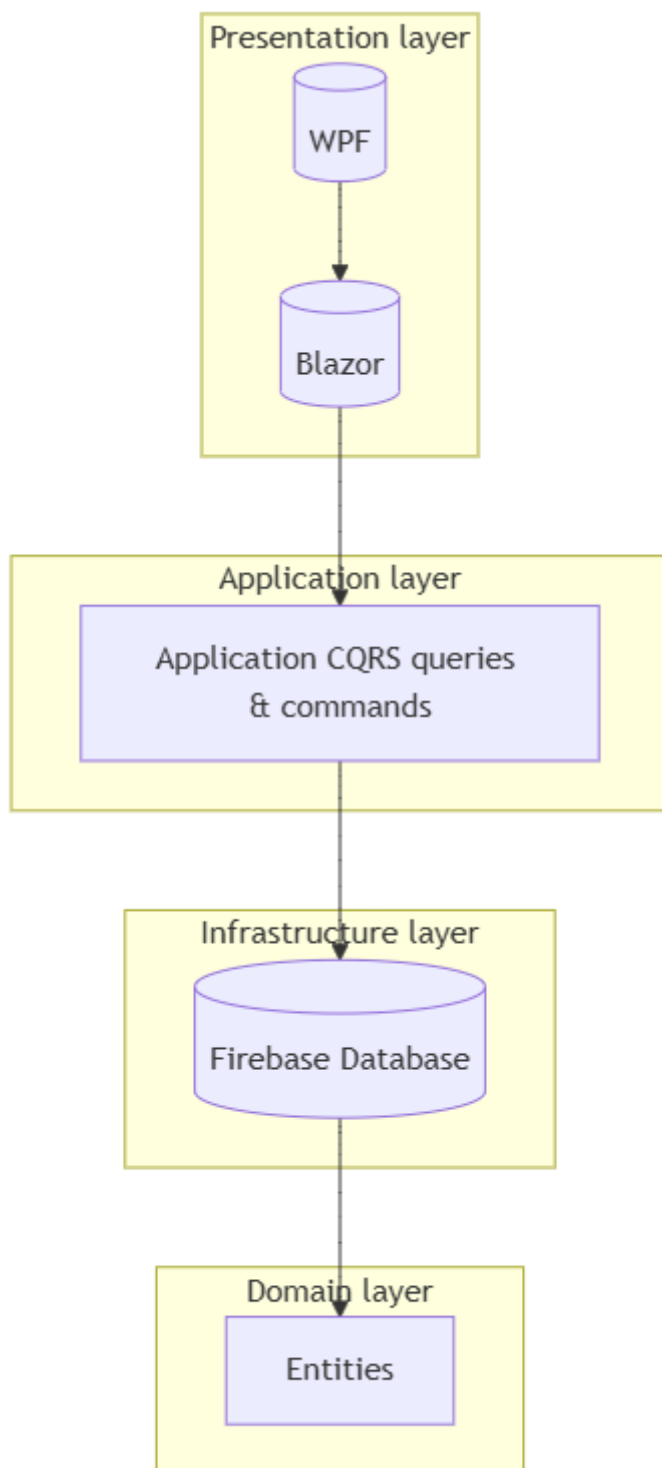


Figure 1: Infrastructure proposal

4 Task 4

R1. The user shall be able to inspect their tasks.

D1. Task items are listed in a todo list view and visible in a calendar view.

R2. The user shall be able to manage their tasks.

D2. A task form allows the users to create, edit and delete their tasks.

R3. The user link their task data to their account.

D3. The application saves a users' tasks in a database.

Nr	Requirement item	Priority (High/Medium/Low)
R1	The user shall be able to inspect their tasks.	High
R2	The user shall be able to manage their tasks.	High
R3	The user link their task data to their account.	High
R4	The user shall be able to prioritize tasks.	Medium
R5	The user shall be able to set reminders for tasks.	Low
R6		

Table 1: Requirement items

5 Task 5

Sprint	Sprint 1	Sprint 2	Sprint 3	Sprint 4
Scrum master	Varvara Alady- ina	Deinoras Krasauskas	Azhaf Khan	Max Sellick, Simon Ostini
Developers	Max Sellick, Simon Ostini	Varvara Alady- ina	Deinoras Krasauskas	Azhaf Khan
Tester	Deinoras Krasauskas	Azhaf Khan	Max Sellick, Simon Ostini	Varvara Alady- ina
Support	Azhaf Khan	Max Sellick, Simon Ostini	Varvara Alady- ina	Deinoras Krasauskas

Table 2: Sprint role planning

6 References