Principles of Software Engineering 2023  
*[FAU: CEN 4010]*

[Program]

Group: 01

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Executive Summary  
  
 We all have things we need to do, tasks that need to be taken care of. Many choose to simply keep a mental checklist of these tidbits of action. Yet, there is a substantial number of people for which that is not enough, and a written list of reminders is necessary. A written task list keeps these reminders clearly visible and helps to reduce the chance we’ll forget about them. However, finding the desire and resolve to work on these objectives can be a burden all its own. This is where a gamified task list comes in handy.  
  
 There is a wide array of general-purpose to-do lists and task managers out on the market. What they all fail to accomplish is giving the user a reason to accomplish their objectives. Humans are inherently lazy and love to procrastinate. In relation to the app, there’s no downside to pushing off today’s work until tomorrow and no benefit to completing it right now. There is a need for a program that incentives its users to accomplish their goals sooner rather than later, while not being so bulky and overcomplicated a new user is uninterested in starting. [Program] has been developed for exactly this niche.  
  
 The [Program] webapp was developed with the intent to give users a reason to accomplish tasks, without overcomplicating the process. [Program] provides what general-purpose task managers do not by creating a character profile that levels up as tasks are completed. Unlike existing gamified to-do lists, [Program] keeps the profile simple and focuses on the experience point and leveling system, with particular care towards difficult and extensive tasks.   
  
 [Program] allows the user to generate custom tasks, for now or in the future. These tasks may be assigned several traits including name and difficulty. Created tasks may be found on the user’s bounty board, where they can see all active tasks or “bounties”. When the user completes their task they can mark the bounty as completed and will be rewarded with experience points based upon the difficulty of the bounty. These experience points are accumulated on the user’s profile and automatically level up the account if the next threshold is met.  
  
 What separates [Program] from its competitive gamified apps is the ability to adjust tasks after creation and that adjustment influencing the experience points assigned upon completion. Primarily, if a task is extended its reward, and potentially difficulty, is increased. [Program] is designed with an interest in simplification. It does not make the character profile overly complicated by bringing in too many aspects of games. Something that is commonly seen in its competition. [Program] is a task manager, not a video game.  
  
[Program] – a task management webapp from your local adventurer’s guild.

**Team Roles:**

**Team Leader, Back End Lead:** ● Ethan Fleming

**Front End Developers:**  
 ● **Lead -** Meer Hossain  
 ● Marcus Watson  
 ● Brandon Rojas

**Back End Developers:**  
 ● Brenden Martins

**Scrum Master:** ● Ethan Fleming

**Product Owner:** ● Meer Hossain

**Developers:** ● Marcus Watson ● Brandon Rojas ● Brenden Martins