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

Task Hunter

Group: 01

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Milestone 1  
03/03/2023  
Revision History

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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. Task Hunter has been developed for exactly this niche.  
  
 The Task Hunter webapp was developed with the intent to give users a reason to accomplish tasks, without overcomplicating the process. Task Hunter 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, Task Hunter keeps the profile simple and focuses on the experience point and leveling system.   
  
 Task Hunter allows the user to generate custom tasks, for now or in the future. These tasks may be assigned several traits including name, date, difficulty, and notes. 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 Task Hunter from its competitive gamified apps is the focus on simplification. It does not make the character profile overly complicated by bringing in too many aspects of games. Nor does it penalize the user for not completing their tasks in the same day. Something that is commonly seen in its competition. Task Hunter is a task manager, not a video game.  
  
Task Hunter – a task management webapp from your local adventurer’s guild.

Competitive Analysis  
  
 The analysis of competitors’ web apps will focus on five main features (homepage, design, navigation, content, simplicity) and two additional features (tasks, profile). The competitive analysis will utilize a numerical scale (1=bad, 2=poor, 3=fair, 4=good, 5=outstanding) and consists of five web apps chosen for their focus on task management, to-do lists, and gamification.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | **Task Hunter** | **Bounty Tasker** | **Habitica** | **To-Do Adventure** | **Habit Hunter** | **Quest Log** |
| **Homepage:** | 5 | 3 | 5 | 3 | 4 | 1 |
| **Design:** | 5 | 5 | 5 | 5 | 5 | 3 |
| **Navigation:** | 5 | 4 | 5 | 4 | 4 | 4 |
| **Content:** | 4 | 4 | 4 | 4 | 5 | 3 |
| **Simplicity:** | 4 | 3 | 4 | 2 | 1 | 5 |
| **Tasks:** | 5 | 5 | 4 | 5 | 5 | 3 |
| **Profile:** | 4 | 5 | 4 | 4 | 5 | 4 |
| **Mean:** | **4.57** | **4.14** | **4.43** | **3.86** | **4.14** | **3.29** |

**Task Hunter (4.57)** [Link to be added upon creation]  
 The homepage will be simple with eye-catching colors. If the user has already logged in on their device, they will be taken to their personal home screen, otherwise the option to log will be prominently displayed. Navigation is consistent across the site utilizing a clearly visible menu drop-down in the corner. Content is focused on tasks but does not go as in-depth as other sites. Simplicity is clear and notable throughout the site, but not as overly simplified as Quest Log. Tasks are clear with all necessary functionalities. Profile is concise but missing some in-depth features.

**Bounty Tasker (4.14)** [Bounty Tasker App Page](https://apps.apple.com/us/app/bounty-tasker-to-do-list-rpg/id1229566216)  
 Bounty Tasker is mobile-only. The homepage is quick to auto-load into account creation but is slightly confusing in what you must do to make an account. Design is excellent with pronounced colors drawing attention to key features. Navigation is not perfect, as a couple features are hidden within other tabs. Content is full, but slightly lacking. Simplicity is fair, but some aspects of the app are not clear from the start (such as what happens if you don’t complete your tasks). Tasks are complete with all that is necessary to set up. Profile is perfect with everything necessary but nothing too complicated.

**Habitica (4.43)** <https://habitica.com/static/home>  
 Habitica offers both web and mobile options. The homepage is perfect, with options to create an account and further details of what it offers. The design is beautiful with a preference towards shades of purple. Navigation is clear and concise. Content feels a tiny bit lacking compared to other options. Simplicity is not perfect as its attention to detail goes a bit beyond what one might want. Tasks are a bit overcomplicated. Profile is also a bit overcomplicated.

**To-Do Adventure (3.86)** [To-Do Adventure App Page](https://apps.apple.com/us/app/to-do-adventure-habit-tracker/id1521792040)  
 To-Do Adventure is mobile-only. The homepage quickly forces the user to log in or create an account without providing much information otherwise. The design is exceptional with a focus on oceanic themes. Navigation is a bit clunky as it is not clear where everything is. Content isn’t perfect as some of it isn’t clearly shown. There’s not much simplicity. Even the overall progression of the profile is complicated. Tasks themselves are well structured. Profile isn’t perfect as the progression tied to it is quite complicated.

**Habit Hunter (4.14)** <https://habithunter.activeuser.co/>  
 Habit Hunter is mobile-only, but has a landing web page that provides information and links to which app stores to download it from, however it’s a bit bare in style. The design of the app is phenomenal, and probably my favorite of all competitors. Navigation is a bit clunky due to the wealth of information and options available to the user. Content is full and overwhelming. There is absolutely no simplicity to this app. Tasks are perfect. Profile is exactly what one would want.

**Quest Log (3.29)** [Quest Log App Page](https://apps.apple.com/us/app/quest-log/id1625568037)  
 Quest Log is mobile-only. This app is the definition of simple. The homepage is nearly bare except for options to log in and then your list. The design is incredibly simple, which can be a blessing, but the dichotomy of an exclusively black/white design leaves much to be desired. There is not much content except for the user’s list. A hallmark of simplicity. Tasks are missing some aspects one might want. Profile is a bit better than tasks, but not perfect.

**Team Roles:**

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

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

**Back End Developers:**  
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**Scrum Master:** ● Ethan Fleming

**Product Owner:** ● Meer Hossain

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