**Proposal**

CheckMate

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# Preface

This is a proposal for a web app, CheckMate, for partial fulfillment of the requirements of a Software Engineering course (CSC431) project in the Department of Computer Science at the University of Miami.

This proposal provides the scope and context of the project to be undertaken. It details the intended user group and the value that the system will have to them.

The intended audience of this document is the course professors so that they can determine whether the project should be approved as proposed, approved with modifications, or not approved.

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# Overview

## Purpose, Scope, and Objective

The purpose of this project is to build a web-based application that will “gameify” the tedious and often ignored to-do lists that are widely-used today. The goal of our project is to create a fun, interactive, and stimulating experience for users who might not complete daily tasks that can provide life improvement. We plan to draw inspiration from the vintage toy “Tamagotchi,” a digital pet that is kept alive by feeding and interacting with it. On CheckMate, users will have their own customized digital mate and must complete their own preset tasks in order to keep it alive and healthy. The users of our project could be anyone of any reasonable age, since the web app will be customizable and allow for any task to be inserted—personal goals, daily chores, homework assignments, etc. Students might find the service CheckMate provides particularly useful.

Our objectives with this project are to have our users learn to enjoy completing daily tasks that may seem annoying and to overall improve their life and well-being. The current plan is to deploy CheckMate as a web app, but we might choose to use a framework (Flutter) that will allow for easy transition to an Android and/or iOS app.

## Project Description

We will create a simple, responsive web-based application that will allow users to interact with personalized “Mates” in order to motivate them to complete their inputted tasks. To maintain these “Mates” in a healthy, happy state, users will need to complete daily tasks and to-do items, which will hopefully lead to increased productivity and life improvement. Continued completion of tasks will earn users some sort of in-game currency that will allow them to purchase customizations for their “Mate.” CheckMate will try to address the widespread problem of making resolutions or to-do lists, but then never completing them. CheckMate will also provide a social aspect where users can check on other users’ mates and share their own progress on social media.

The specific technologies and additional user-Mate interactions are to be decided based on our skills and familiarities. Currently, one combination would be to use Flutter[1] for creating the web app, MongoDB[2] or Firebase[3] for a database, Aseprite[4] for creating animations and pixel art, and GitHub[5] for version control.

References

[1] Flutter: <https://flutter.dev/>

[2] MongoDB: <https://www.mongodb.com/>

[3] Firebase: <https://firebase.google.com/>

[4] Aseprite: <https://www.aseprite.org/>

[5] GitHub: [https://github.com](https://github.com/)/