

Team Number: 1

Team Name: Team 1

Team Members:

Name	Email	GitHub Username
Jasmitha Gourabathini	Jasmitha.Gourabathini@colorado.edu	jasmitha-22
Wren Gurung	Wren.Gurung@colorado.edu	duskoutlaw
Payton Hsu	Payton.Hsu@colorado.edu	PaytonJHsu
Ronald Gospel Jangam	RonaldHospel.Jangam@colorado.edu	ronaldjangam
Joanne Kim	Joanne.Kim-3@colorado.edu	jnnkim1
Bradley Wistehuff	Bradley.Wistehuff@colorado.edu	wistb

Application Name: Gello

Description:

Our application, Gello ("Jell-oh"), focuses on productivity and team organization. Users can take on admin roles to organize teams and assign tasks/goals for team members. Due to our implemented security and authentication, access is limited to specific teams in case of use of sensitive data.

To differentiate Gello from other productivity applications, our application gamifies productivity by using a point system. This works to introduce friendly competition and motivation into the workplace. Team members are awarded points based on task difficulty and meeting deadlines assigned by the team admin, total productivity time tracked with a built in time tracker, and more.

Audience:

Corporate workers: (looks more professional, minimalist, colors difference, and also security features within tasks)

The specific problem we are trying to solve is motivation in the workplace.

Vision statement:

For corporate and office teams, who want to boost productivity in a fun and creative way while still being organized. Gello is a productivity application that promotes productivity, management, while making work fun and competitive. Unlike Trello, our product allows for in depth task delegation, customization, and tracking.

Version control: Git

Development Methodology: Kanban Board

Communication Plan: Our team plans to communicate through a Discord group chat/server, and Zoom meetings.

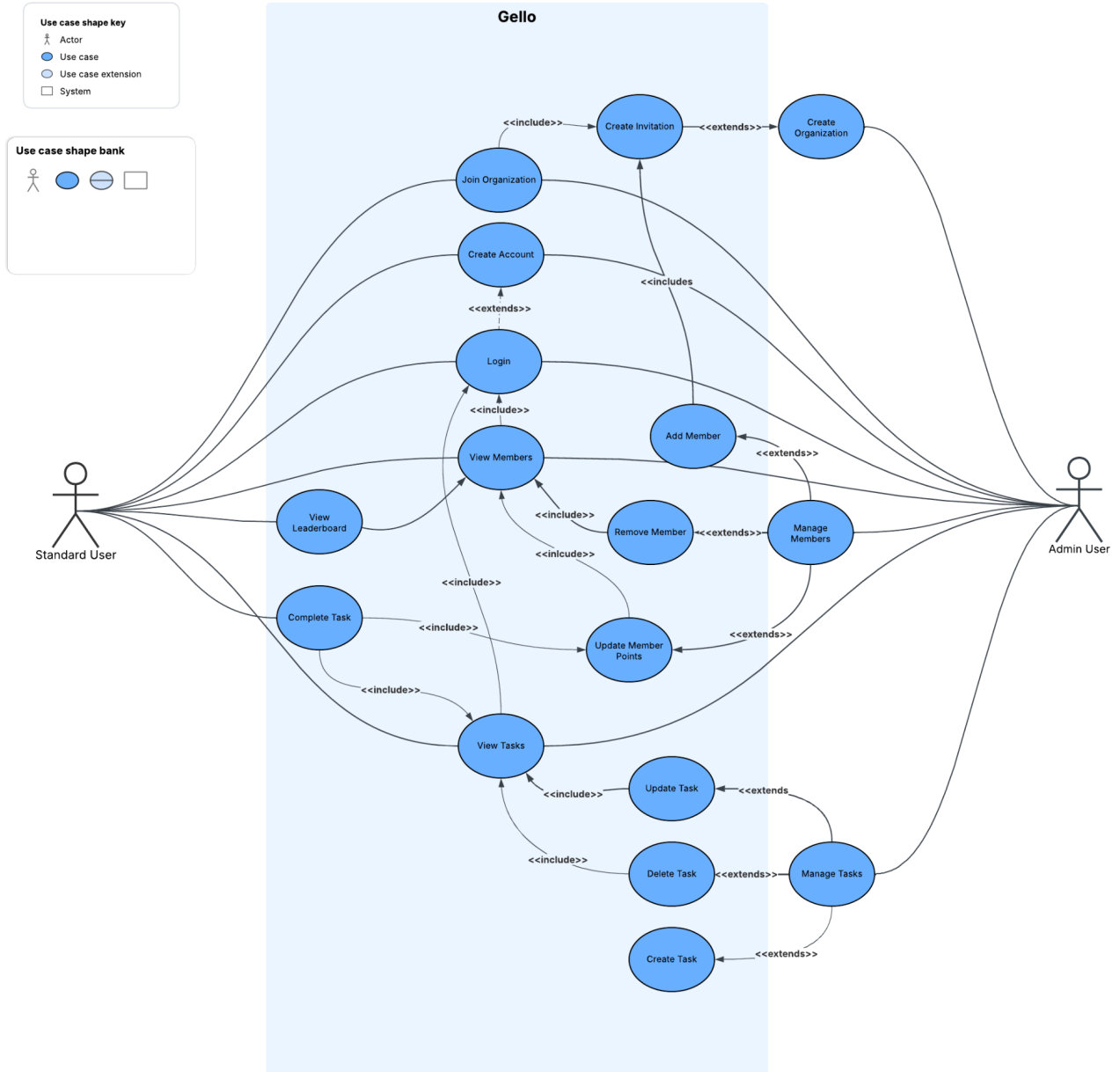
Meeting Plan:

First group meeting - October 26 @3pm

Regular group meetings - Tuesday @1PM

TA meetings - Thursdays @3:15

Use Case Diagram:



Risks:

1. Data Security

This risk is severe, because teams may deal with sensitive information. A data breach could potentially put the company at risk. Some mitigation strategies include proper security and authentication, as well as encryption of data. Options such as multi-factor authentication could be a good feature to include.

2. Ineffective Gamification

Instead of friendly competition, it could introduce negative competition within the workplace, which is a moderate risk. Instead of quality work, employees could try to finish work quickly to get the points. To mitigate this problem, we could add more of a balanced point system or add a time tracker system that also awards points, so that employees are motivated to spend more time on their work.

3. Performance Issues

This risk is moderate to high. If the application has issues with loading, it could frustrate users and slow down work. We must ensure that the application can handle a lot of users, use cache, and/or make sure features do not slow the system down.

4. Feature Misuse by Admins

This risk is moderate. Constant tracking of tasks could lead to a negative workplace environment. To mitigate this risk, we could add an option where team members can add subtasks to their assigned tasks. Therefore, the admins can see that employees are working on the task without being confused at which point of the task they're on.

5. Low User Engagement

This risk is moderate. It could be a problem if many employees have a hard time navigating or using the app. This could be solved by making a simple interface or conducting surveys from employees about the use of the app. This makes it so it is easy to see where the app may need to improve.