

# HOGA

Final Presentation

# Team **Coding Heroes**

**Paolo Aquino**  
Front-End Lead



**Jay Yoon**  
Back-End, DB



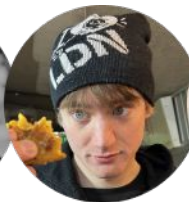
**Laney Schmit**  
Front-End



**Toby Chutboev**  
Mentor / TA



**Luke Schmit**  
Front-End, API



**Isaac Kim**  
Full-Stack Lead



**Brian Kim**  
Front-End



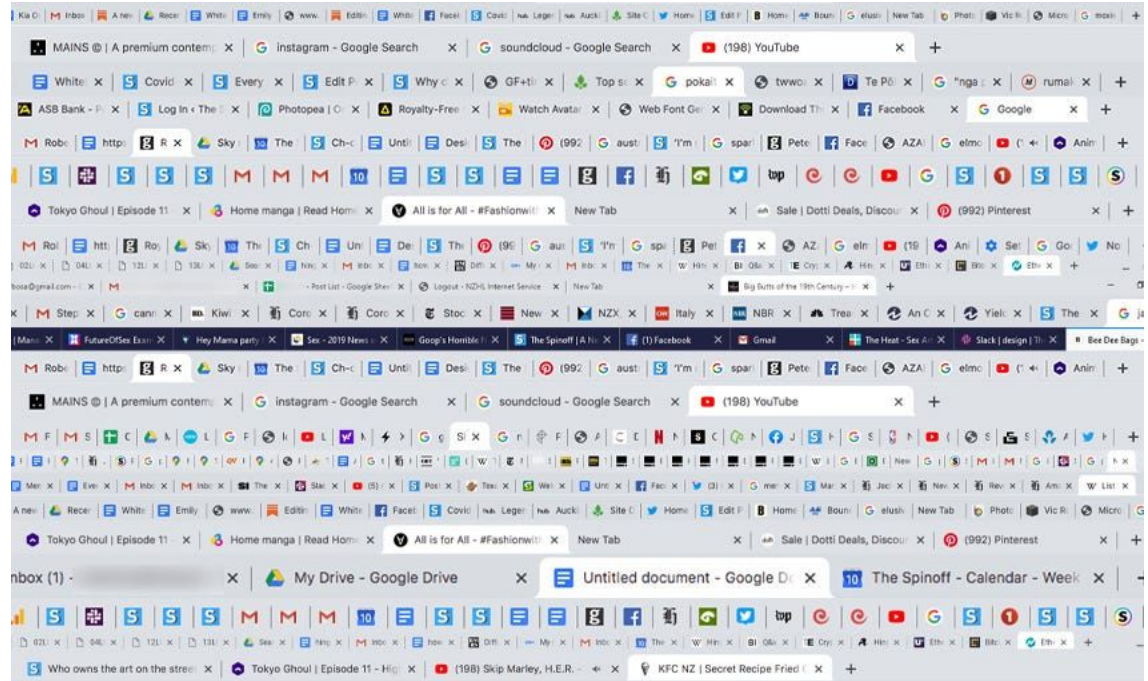
introduction

# HOGA

From Proto-Germanic \*hugô,  
meaning “to think, consider”

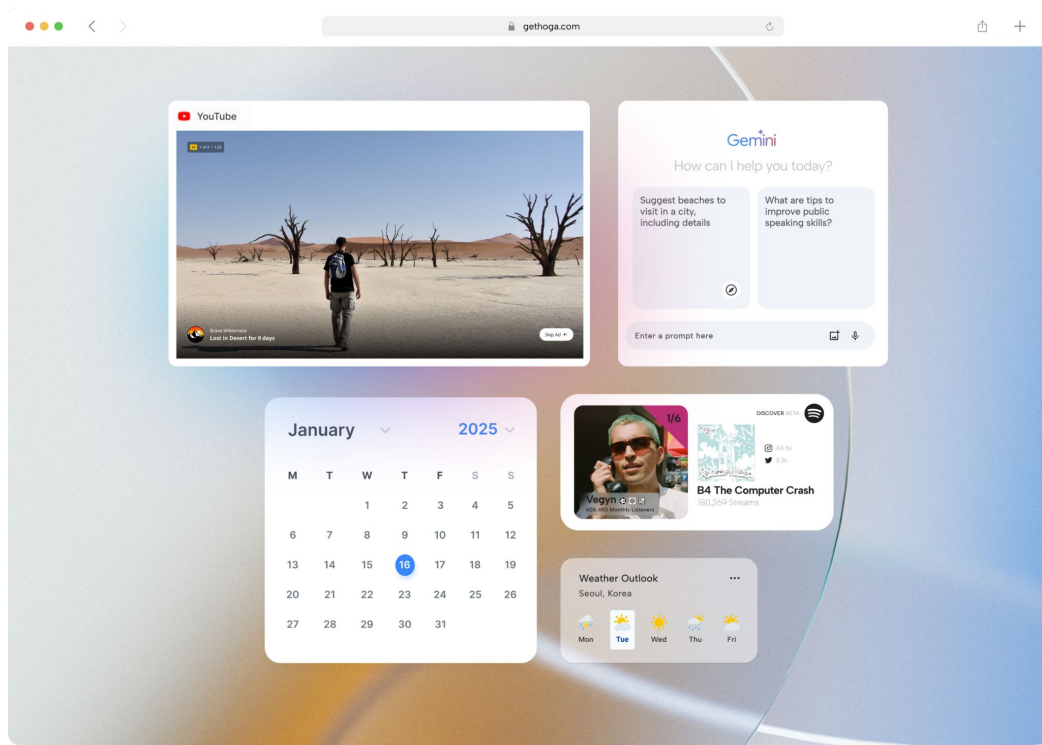
problem

how do we  
help people  
become more  
**productive?**



solution

**all-in-one productivity tool** that helps  
boost daily focus and concentration



initial roadmap



- Multiplexed data transmission model
- On-call individual widget loading (JS, CSS, HTML)
- Minimal interdependency for code
- Pre-designed foundation stack

external tools

# HOGA

## Version Control



## Project Management



## Front-End Language



## Back-End Language



## Database



MariaDB



## Design

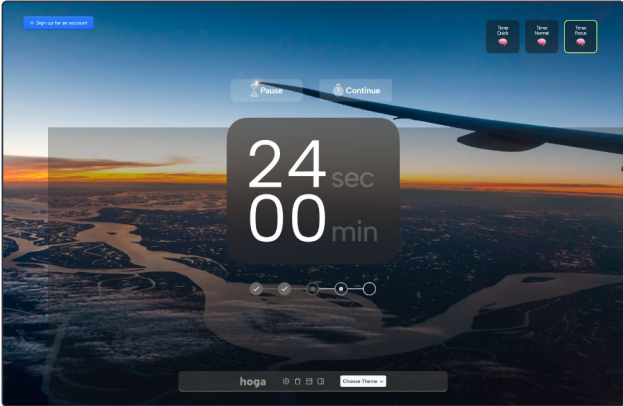
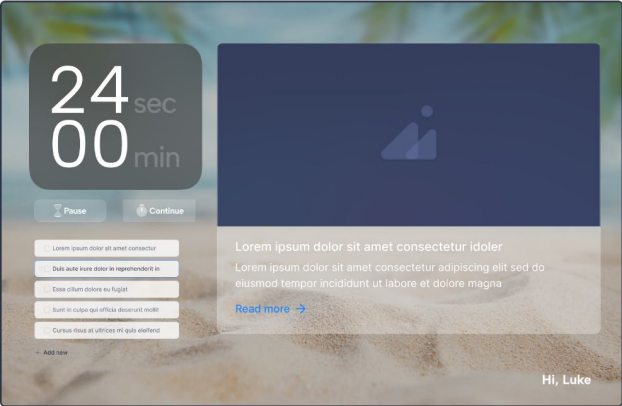


## Comms.





initial wireframe



demo

commercial value and post-mvp plans

### **USPs:**

- High degree of customization in terms of features, but also themes/decorations
- Plug-and-play whilst maintaining depth and possibility for further upgrades
- Productivity-focused modules
- Promotes sense of accomplishment through gamification and well-meaning words of encouragement
- Dashboard-like main page with customizable external elements (ex: Spotify player, internal secondary browser...)
- Monetizable/donation-driven development possibilities - No full dependency on paid 3rd-party services

### **Post-MVP Plans:**

- Have the app as an extension and live website for real users to browse
- Mobile and tablet compatibility
- Further polishing on current system (Upgraded security, better DB, UI/UX)
- User customization possibilities (background, music etc...)
- More API integration (ChatGPT, Zoom, Slack, Microsoft Teams, Discord)
- Ad-based revenue + Freemium + Patreon
- More features for admin dashboard
- User personal dashboard
- Gamification (Rank, friends, streaks, levels, unlockables)