

# Features

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## Features

The features of this product are defined in the `Requirement` issue board. They are labeled as `req:confirmed-feature` in the features list. Please refer to them for more details regarding the requirements and implementation details.

For this project, each feature will be divided into smaller, more manageable chunks of tasks so that it would be easier to track the progress of each feature. We also use a collection of issue boards to monitor our tasks. Every implementation starts in the `Requirement` board as `req:confirmed-feature`. Then, we go to the `Design` board to design their use flow and UI/UX. Next, the `Development` board will track the database, backend, and frontend development process of these tasks. Lastly, the `Quality Assurance` board will track the testing process of the finished implementations.

## New gamification features from clients

The client required us to include new gamification elements in our existing product for the next release. Our team decided to go with a points/achievements-based system that rewards the users for the tasks they tracked and completed in the application.

Our team updated the previous prototype with the new gamification components to boost users' engagement and UX of the product. Here is the new working prototype [on Figma](#). Here are the changes that we made:

- A points system for the system's tasks

## Features value estimation

We estimated the value of our features based on individual value dimensions and assigned the features to a priority system. We will focus on implementing the highest priority features first, then continue to add lower priority features later. Here are the value dimensions that are used to evaluate the features' value, from low - medium - high:

- Customer value: the higher, the more value the feature will bring to the customers
- Market competitiveness: the higher, the better the feature can differentiate our product from our competitors
- Economic value/profitability: the higher, the more potential revenue the feature can return
- Cost efficiency: the higher, the more cost-effective the feature to be implemented
- Technology architecture: the higher, the more straightforward to implement the feature (in terms of product architecture)
- Company strategy: the higher, the fitter the feature of the company's growth strategy

For this project, we defined 9 features: [#17 \(closed\)](#), [#21 \(closed\)](#), [#16 \(closed\)](#), [#23 \(closed\)](#), [#20](#), [#18](#), [#47](#), [#48](#), and [#19](#). We decided to combine the first 2 features, [#17 \(closed\)](#) and [#21 \(closed\)](#) together, to become a "create note" feature. Thus, here is our value estimation (on a scale of high - medium - low) and prioritization:

### 1. Feature [#17 \(closed\)](#) + [#21 \(closed\)](#): Item creation

- Customer value: high
- Market competitiveness: high
- Economic value/profitability: medium
- Cost efficiency: high
- Technology architecture: high
- Company strategy: high
- Overall priority: critical

### 2. Feature [#16 \(closed\)](#): Timeline/calendar

- Customer value: high
- Market competitiveness: high
- Economic value/profitability: high
- Cost efficiency: medium
- Technology architecture: medium
- Company strategy: high
- Overall priority: critical

### 3. Feature [#23 \(closed\)](#): Task progress tracking

- Customer value: medium
- Market competitiveness: medium
- Economic value/profitability: medium
- Cost efficiency: high
- Technology architecture: high
- Company strategy: medium

- **Overall priority: high**

4. Feature [#20](#): Edit item

- Customer value: high
- Market competitiveness: medium
- Economic value/profitability: medium
- Cost efficiency: high
- Technology architecture: high
- Company strategy: medium
- **Overall priority: high**

5. Feature [#18](#): Search item

- Customer value: high
- Market competitiveness: medium
- Economic value/profitability: medium
- Cost efficiency: medium
- Technology architecture: medium
- Company strategy: high
- **Overall priority: medium**

6. Feature [#47](#): Sort item

- Customer value: medium
- Market competitiveness: low
- Economic value/profitability: medium
- Cost efficiency: medium
- Technology architecture: high
- Company strategy: medium
- **Overall priority: medium**

7. Feature [#48](#): Delete item

- Customer value: low
- Market competitiveness: low
- Economic value/profitability: low
- Cost efficiency: high
- Technology architecture: high
- Company strategy: medium
- **Overall priority: low**

8. Feature [#19](#): Item categorization

- Customer value: low
- Market competitiveness: low
- Economic value/profitability: low
- Cost efficiency: high
- Technology architecture: medium
- Company strategy: low
- **Overall priority: low**

During Iteration 4, the clients want us to include new gamification elements in the product. **Here are the new gamification features added in Iteration 4, and their value estimation**

9. Feature [#95 \(closed\)](#): Achievement badge

- Customer value: high
- Market competitiveness: high
- Economic value/profitability: high
- Cost efficiency: high
- Technology architecture: medium
- Company strategy: high
- **Overall priority: critical**

10. Feature [#80 \(closed\)](#): Checking attendance

- Customer value: high
- Market competitiveness: medium
- Economic value/profitability: high
- Cost efficiency: high

- Technology architecture: low
- Company strategy: high
- **Overall priority: critical**

11. Feature [#102](#): Unlocking rewards (badges) with points

- Customer value: high
- Market competitiveness: high
- Economic value/profitability: high
- Cost efficiency: high
- Technology architecture: medium
- Company strategy: high
- **Overall priority: critical**

12. Feature [#86 \(closed\)](#): Frame/Template for items

- Customer value: high
- Market competitiveness: high
- Economic value/profitability: high
- Cost efficiency: medium
- Technology architecture: medium
- Company strategy: high
- **Overall priority: critical**

## Comments