



Full Stack
Force

PETQUEST

CECS 491A - Milestone 1



OVERVIEW

01

Introduction

02

Our Team

03

Software Theme

04

Entrepreneurial
Context

05

Market Size Value

06

Q&A

```
sheet" type="text/css" href="https://maxcdn.bootstrapcdn.com/bootstrap/4.0.0-beta.2/css/bootstrap.min.css">
</style>
<nav class="navbar navbar-expand-md navbar-dark bg-dark">...
</nav>
<div class="container">
  <h2>Tasks:</h2>
  <ul ref="list">
    <li><input checked="" type="checkbox"/> Todo item 1</li>
    <li><input checked="" type="checkbox"/> Todo item 2</li>
    <li><input checked="" type="checkbox"/> Todo item 3</li>
    <li><input checked="" type="checkbox"/> Todo item 4</li>
    <li><input checked="" type="checkbox"/> Todo item 5</li>
  </ul>
</div>
<script src="https://code.jquery.com/jquery-3.2.1.slim.min.js" integrity="sha256-hwg4gsxgFZhOsEEamdOyGBf13FyVHn5KzGFh7e5c" crossorigin="anonymous">
</script>
<script src="https://cdnjs.cloudflare.com/ajax/libs/popper.js/1.12.9/umd/popper.min.js" integrity="sha384-ApNbgh9B+Y1QKtv3Rn7W3mgPxhU9K/ScQsE4f2WpO4kN" crossorigin="anonymous">
</script>
<script src="https://maxcdn.bootstrapcdn.com/bootstrap/4.0.0-beta.2/js/bootstrap.min.js" integrity="sha384-alpAebhG7qE7NP1CCaP7Eo08ePF2X+KcMk2m3G2EzZl94ZKw&gt;" crossorigin="anonymous">
</script>
```

INTRODUCTION



Our personal management app combines a to-do list, calendar, and a pet simulator. Allows parents to send tasks to kids and kids can earn rewards by completing them.



It has a calendar, task reminders, and parental controls.

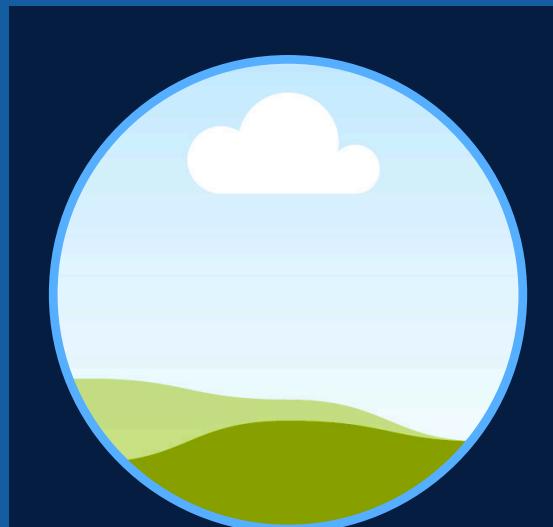


Can teach kids time management and responsibility, helping them build good habits

TEAM INTRODUCTION



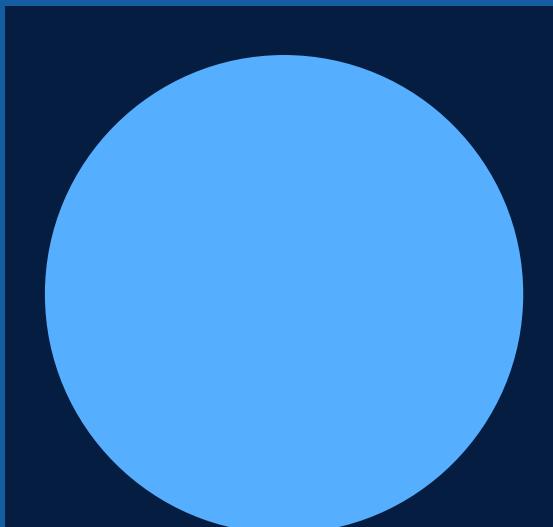
Tasos
Lolis
Team Leader
Project Manager



Nalysee
Nakazato
Full Stack
Developer



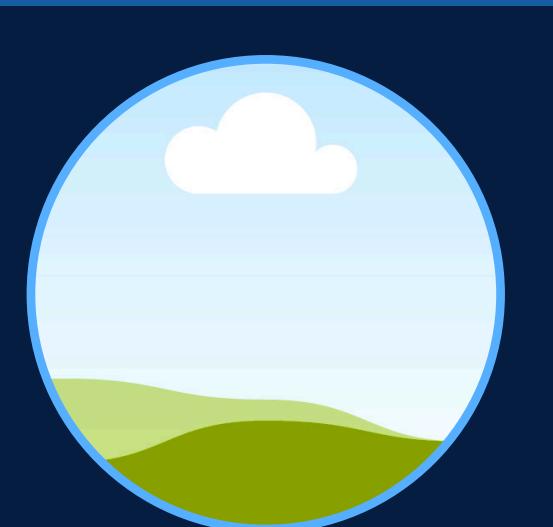
Calvin
Chau
UI/UX
Developer



Christ
Nguyen
Frontend
Developer

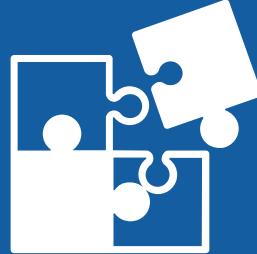


Natali Soto
Ferreira
Frontend
Developer



Khanh
Hoang
Backend
Developer

TEAM VISION



Our vision statement is to develop an app that can convenience the lives of parents by keeping track of their tasks, obligations, and goals while keeping them and their children accountable. Some challenges we expect to face are learning new programming languages like React Native and Node.Js. As well as working with a system that works over the internet. We plan to combat these issues by actively learning new skills and working together.

A screenshot of a code editor window showing a file named `server.js`. The code is a Node.js application using Express.js to handle routes for index and users. It also includes middleware for logger, cookieParser, bodyParser, and various configuration settings like view engine setup and port 3001. A terminal window at the bottom shows the command `node --debug-brk=20213 --nolazy` and a debugger listening on port 7000. The interface includes standard code editor features like a toolbar with icons for launch, search, and file operations, and tabs for problems, output, and debug.

```
logger = require('morgan');
cookieParser = require('cookie-parser');
bodyParser = require('body-parser');

index = require('./routes/index');
users = require('./routes/users');

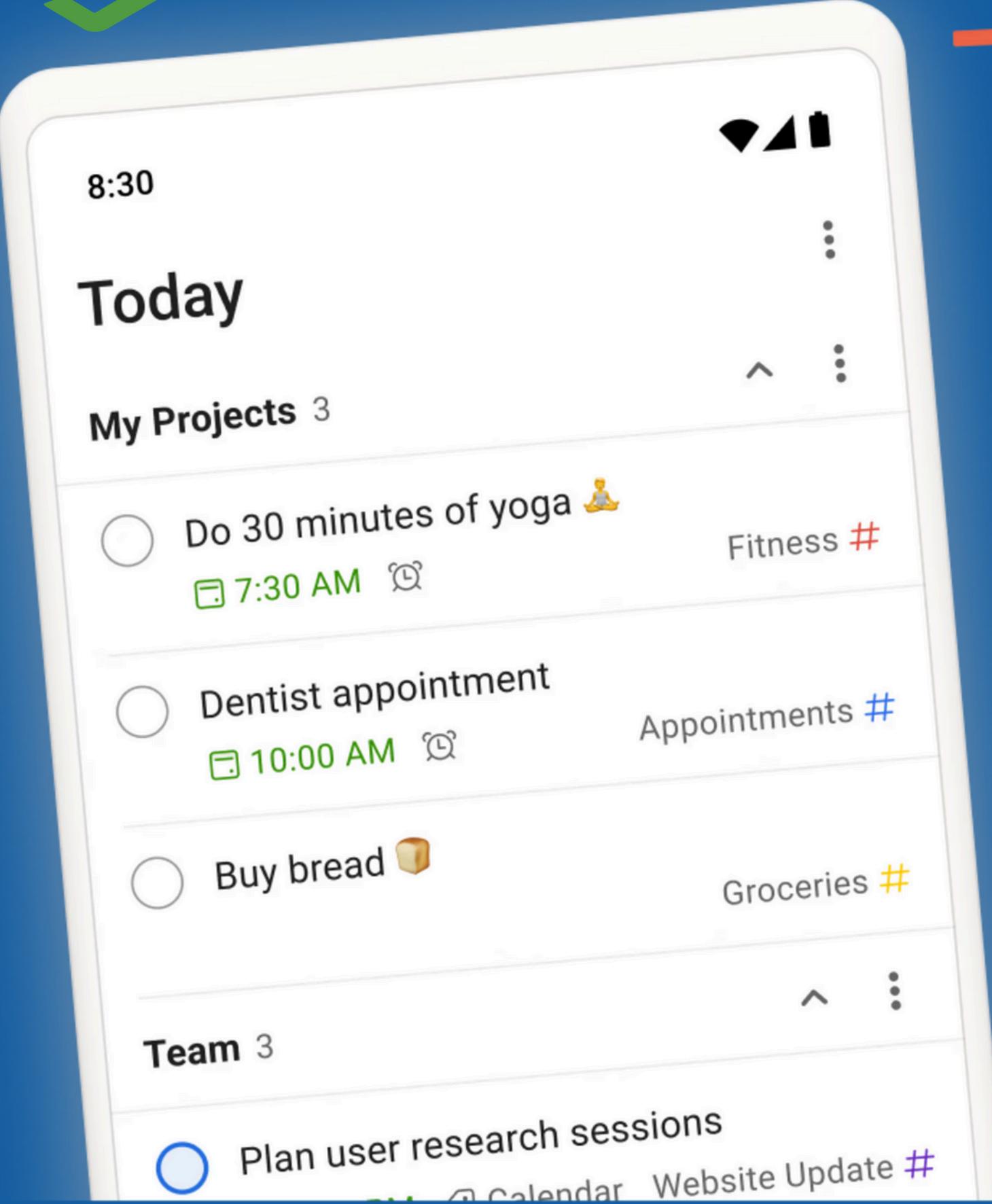
var app = express();

// view engine setup
app.set('views', path.join(__dirname, 'views'));
app.set('view engine', 'jade');

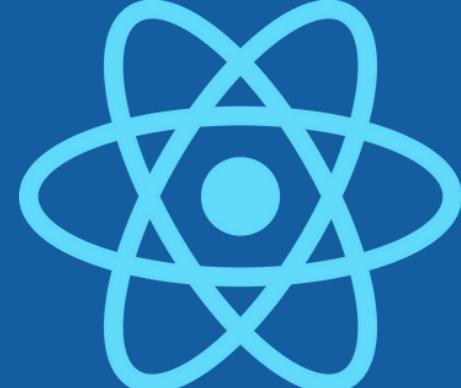
// uncomment after placing your favicon in /public
//app.use(favicon(path.join(__dirname, 'public', 'favicon.ico')));
app.use(logger('dev'));
app.use(bodyParser.json());
app.use(bodyParser.urlencoded({ extended: false }));
app.use(cookieParser());


```

PROBLEMS	OUTPUT	DEBUG CONSOLE
Debugging with legacy protocols	node --debug-brk=20213 --nolazy	Debugger listening on [::]:7000



SOFTWARE THEME



Software Features

Our product will be a cross platform mobile app written in react native for the front end and node.js for the backend. The goal is to have parents give tasks, chores, or homework reminders to their children so that they can stay on top of all of their responsibilities. It will also have a built in pet simulator to continue engagement among our users.

Target Audience

Our target audience are both parents and middle school aged children, however it can be used for any ages.

ENTREPRENEURIAL CONTEXT

Unique Value Proposition

Our app is designed to be an educational solution that teaches children time management through a pet simulator. The pet simulator helps them build habits and makes task completion rewarding. Parents can also assign special tasks with incentives from a pet simulator, creating an intuitive digital environment. It makes time management accessible and engaging to help children cultivate responsibility and stay organized.

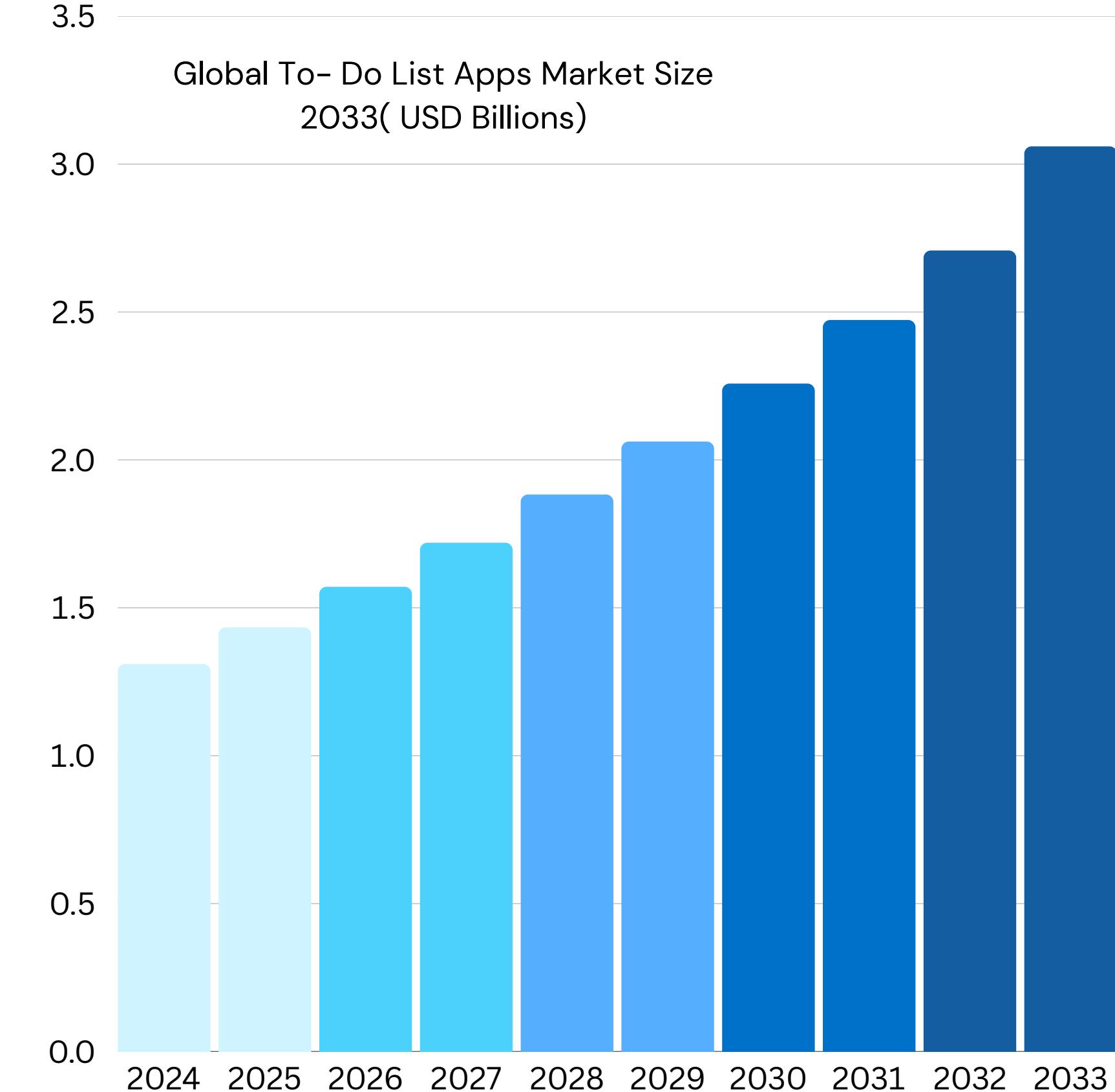
Monetization Strategies

It follows a freemium model, allowing users to access the core features for free while displaying in-game advertisements. To enhance the user experience, we offer a subscription plan that removes ads for \$2 per month or \$15 per year.



Market Size Value

- Market valued at approximately 1.33 billion
- Projected growth: 3.06 billion
 - Why?
 - Demand for personal productivity tools
 - Remote work
 - AI enhancements
 - Key competitors
 - Microsoft To Do
 - Basic structure
 - Lacks customization, AI enhancements
 - Notion
 - Infinite customization
 - Too complicated





Full Stack
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Thank's For Watching

Q & A Session

