

Gamified Task Management System

Team Members:

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Description:

The Gamified Task Management System is a GUI-based application designed to increase productivity by merging gaming elements with traditional task management. Users can input tasks, assign point values based on complexity or urgency, and earn rewards upon completion. This system seeks to motivate users through a fun and interactive environment, making task management an engaging activity.

Features:

User Account Management

Allows users to manage their personal task lists and track progress through simple registration and login functionalities.

Task Creation and Management

Users can add, edit, and delete tasks, specify deadlines, and assign point values, facilitating structured task management.

Points and Rewards System

Users accumulate points by completing tasks. These points can be exchanged for personal rewards, which could range from small incentives like breaks or treats to larger rewards for more points. Users redeem rewards through the reward page, where they can also check their redeemed rewards history.

Progress Tracking

Basic tracking of task completion and points earned, providing visual feedback to users through simple reports or charts.

Redeemed Reward History

Users can view their entire history of redeemed rewards on the reward page, allowing them to track past incentives and motivate future achievements.

Technical Approach:

The application will be developed in Java with a simple, user-friendly GUI. We will also use UML diagrams to ensure a cohesive design and IDEs like eclipse/VSCode for coding and testing.