

Team 39 Project Charter

Enjoyagoals

Team Members:

Prahas Pattem, Nick Norton, Karim Mammadli, Nabi Nabiyevev, Ryan Chang

Problem Statement:

As humans, we have made almost every facet of life as enjoyable as possible—except for organizing and working towards goals. Well-defined goals and planning have always been at the foundation of society. As society has progressed, we have developed ways to make structuring projects *easier* but not necessarily more fun. Why not? Nearly everything in people's lives requires some amount of planning. Although there are existing services that allow you to organize your goals, they fail to take advantage of people's desire to receive instant gratification and to have fun. Enjoyagoals is unique because it is based on the idea that people like games and reward systems. This application motivates people to be productive because it makes tasks or projects feel like a game, capitalizing on our desire for immediate rewards, pleasure, and feedback.

Project Objectives:

- Build a website that allows the user(s) to accomplish goals in a video game setting that will lead to the gamification of productivity
- Turn unexciting assignments into a role-playing game where you can earn points and level up.
- Allow user(s) to list tasks that will contribute to the completion of the end goal and assign point values based on the task difficulty.
- Implement rewards that user(s) can purchase with points earned from completing tasks
- Add or remove people to a team at any point and display a leaderboard and all the tasks completed by every person on a team
- Not completing tasks will make you fall behind your teammates, which makes this application a great way to promote competition and productivity between teammates
- Implement a confirmation system before awarding points to ensure the tasks are completed satisfactorily to avoid falsely giving someone points
- Permit user(s) to switch between rooms because if a user is a part of multiple projects, they will have access to multiple rooms

Stakeholders:

Users: An individual or a group of people who want to make progress towards reaching an end goal.

Developers: Prahas Pattem, Nick Norton, Karim Mammadli, Nabi Nabiyevev, Ryan Chang

Project Manager: Gowri Harish

Project Owners: Prahas Pattem, Nick Norton, Karim Mammadli, Nabi Nabiyevev, Ryan Chang

Deliverables:

- Design a front end web application using React JS that displays the leaderboard and the progress each team has made to reach the final goal
- Utilize NodeJS and ExpressJS to complete all the backend tasks that can lead to the gamification of productivity
- Manage user profiles, information about teams, and other data in MongoDB
- Integrate API Gateway from Azure to handle user authentication and rate limiting
- Use a visualization API to display the leaderboard system for a team and to track progress of user(s)