



SCHOOL OF INFORMATION
TECHNOLOGY

ITS120L- Application Development and Emerging Technologies 1 (Laboratory)

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Project Title	TaskTrek: Leveling Up Through An Application for Gamifying Tasks in Various Aspects of Life with AI-Powered Task Suggestions
Members	1)Escobar, Lenard Sean 2)Cantos, Darwin 3)Kiwang, Cheryll 4)Vito, Justin Russel
Client (Organization Name, Department)	N/A
Team Lead	Escobar, Lenard Sean

Project Requirement

PROBLEM

Conflicts over task distribution are a common issue in groups, whether among families, student dormitories, or teams in shared environments. Tasks are often unevenly assigned, overlooked, or forgotten, leading to frustration and disorganization. Traditional solutions such as reminder notes, spreadsheets, or group chats tend to fail over time because they lack structure, accountability, and genuine motivation. This results in decreased productivity and strained group dynamics.

INTRODUCE TO SOLUTION

To address this, we developed **TaskTrek**, a mobile application that gamifies task management. **TaskTrek** transforms routine responsibilities into engaging challenges by integrating features such as point systems, rotating assignments, badges, achievements, and leaderboards. It also includes an in-app reward shop managed by a group leader, where members can redeem points for customizable incentives. Designed with human-computer interaction (HCI) principles, the app ensures clarity, ease of use, and consistent motivation.

BENEFIT/VALUE

With **TaskTrek**, tasks are no longer seen as obligations but as opportunities for collaboration and achievement. The app ensures fairness through claimable tasks and transparent progress tracking, fostering accountability and teamwork. By reframing tasks as interactive challenges, groups can minimize conflict, improve organization, and maintain higher engagement levels. Members benefit from an environment that is not only more efficient but also more enjoyable and cooperative.

DIFFERENTIATE

What sets **TaskTrek** apart is its **focus on gamification as the foundation of task management**. Unlike traditional task management tools that rely solely on reminders or lists, GawaNa motivates users through game elements that encourage consistent participation and friendly competition. The combination of points, leaderboards, and rewards transforms everyday responsibilities into a meaningful and fun experience, ensuring that members remain motivated and tasks are completed fairly. By embedding gamification at its core, GawaNa goes beyond organization, it creates a system that sustains engagement and strengthens group collaboration over time.

AI FEATURE

Our To-do list application TaskTrek will have an AI-assisted task suggestion tool that examines past entries, repetitions, and keywords of the user to give personalized

suggestions. Through repetitive behavior, the AI will propose appropriate activities at the opportune moment, allowing users to save time and energy in organization, consistency, and productivity in various aspects of their daily routines.