- Project Title: Task Organizer and Tracker
- Problem Statement

-A ton of students struggle with procrastination, so we plan to solve that by creating an application that reminds them on a day to day basis, tracks, and organizes their tasks. The main idea we have to make our application unique is to make it fun to use. So, we plan to do that by adding awards. Like, badges or streaks. Maybe even small goals or quests every day from completing or adding a number of tasks. Other features like a built in calendar or online note-taking aspects could be a possibility.

To ensure that the user puts in a task and remember to do it. Originally we thought of the use of notifications. But, the previous additions of quests, badges, or streaks could make the user motivated to input and do a task.

- Project Objectives
- -Organizes the users tasks
- -Remind the user of their tasks daily
- -Gives in-app awards to the user if they input and do their task
- Planned features
 - -Input a task
 - -Organizes tasks
 - -Gives awards if user completes or inputs tasks
- Planned Inputs and Outputs
 - -Inputs
 - -Input task and due date
 - -Outputs
 - -Organized tasks
 - -Awards achieved
- Logic Plan

```
INITIALIZE task_list as empty
INITIALIZE streak_counter = 0
INITIALIZE badges = empty
FUNCTION add_task(task_name, due_date)
  APPEND task_name with due_date to task_list
END FUNCTION
FUNCTION organize_tasks()
  SORT task_list by due_date
END FUNCTION
FUNCTION remind_user()
  FOR each task in task_list
    IF task is due today AND not completed
      DISPLAY reminder notification
    ENDIF
  ENDFOR
END FUNCTION
FUNCTION complete_task(task_name)
  MARK task_name as completed
  streak_counter = streak_counter + 1
  CALL check_rewards()
END FUNCTION
FUNCTION check_rewards()
 IF streak_counter == 5
    ADD "5-day streak badge" to badges
  ELSE IF streak_counter == 10
    ADD "10-day streak badge" to badges
  ENDIF
END FUNCTION
LOOP daily
  CALL remind_user()
  WAIT for user input (add_task / complete_task / view_tasks)
  CALL organize_tasks()
END LOOP
```

END