The Karnataka Law Society’s

GOGTE COLLEGE OF COMMERCE

# BACHELOR OF COMPUTER APPLICATIONS



BCA VI Semester

PROJECT SYNOPSIS

On the topic

# Project Management System using Gamification

Under the guidance of

**Dr. Venugopal Jalihal**

Guide Signature Submitted by

1. Anusha Kamat

2. Prathamesh Sirdesai

## Introduction

## Our project management software is meticulously crafted to empower teams in planning, executing, and overseeing projects with exceptional efficiency. Built on the foundation of a rank-based gamification model, our platform offers an innovative approach to project management that combines robust features with engaging elements.

## At its core, our software equips teams with essential tools for project assignment, scheduling, and progress tracking. These features are seamlessly integrated to streamline communication, enhance collaboration, and ensure projects stay on track from start to finish.

## What sets our software apart is its unique gamification element. Through a carefully designed rank-based system – including levels such as Bronze, Silver, Gold, and beyond – team members are not only recognized for their contributions but also motivated to excel further. This gamified approach fosters a culture of achievement and camaraderie, driving teams to reach new heights of productivity and success.

## In essence, our project management software isn't just about managing tasks – it's about inspiring and empowering teams to unleash their full potential, achieve remarkable results, and enjoy the journey along the way.

## Objectives

## 1. Provide a single platform to manage all projects.

## 2. Track the progress of individual projects.

## 3. Improve productivity.

## 4. Streamline project management processes.

## 5. Ensure project completion.

## Enhance communication.

## Modules

1. Mentor

a. Login/Sign-up

b. Mentor Dashboard

c. Project info

2. Mentee

a. Login/Sign-up

b. Project Dashboard

c. Level up request form

## Hardware Requirements

1. A standard desktop or laptop computer with:

a. At least 4 GB of RAM (8 GB or more recommended)

b. Any modern CPU (e.g., Intel i5 or AMD Ryzen 5)

c. Sufficient disk space for the development environment and data storage

2. Stable Internet connection

## Software Requirements

1. Front-end

a. React.js / Next.js

b. Tailwind CSS

2. Back-end

a. Next.js

b. Node.js

3. Database

a. Firebase / Supabase

4. Development Tools

a. VS Code Editor

b. Git / GitHub

5. Dependency Manager

a. npm

b. pnpm

## Conclusion

In conclusion, the project management software designed with a rank-based gamification model offers several benefits to teams looking to enhance their project planning, execution, and management processes. By incorporating features such as project assignment, scheduling, and progress tracking, this software enables teams to streamline communication, increase productivity, and ensure timely project completion.

The rank-based gamification model adds an engaging and motivating element to the software, providing users with recognition and rewards as they progress through different stages of project development. By assigning ranks such as Bronze, Silver, Gold, and beyond, team members are incentivized to achieve higher levels of performance and excellence in their project-related tasks.

Overall, this project management software with a rank-based gamification model not only facilitates efficient project management but also fosters a sense of achievement and camaraderie among team members. It encourages collaboration, boosts morale, and ultimately contributes to the success of projects by motivating team members to perform at their best.