# Project Proposal - CS320 Spring 2025

#### Company Name:

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## Application Name:

#### QuestLog

## Proposal (>= 300 words):

QuestLog is a gamified habit tracker intended to help people keep up with their to-do list. It is comprised of several sections that contain information about what tasks still need to be done, as well as what progress has been made thus far by the user. By targeting high-school and college students, we hope to increase productivity and healthy habits. This will be done by creating an organized space for one to showcase how well they've adhered to their planned goals. The gamification element is also particularly intended to help make for a fun experience for young people, which will encourage those users to continue adherence to their selfimposed goals. The most important features of our application will include:

- 1. A customizable daily to-do list with tasks that appear for each day. Users can either write their own or choose from a prewritten list.
- 2. Organizing the order in which tasks appear on the application's interface.
- 3. Marking your tasks as completed, or reversing them back to incomplete, as well as specifying how many times you did that task each day.
- 4. Choosing the color scheme of the user interface, from a list of premade themes.
- 5. Displaying a chart of how completely you filled out your to-do list throughout the month.
- 6. Sending reminders to the user when tasks still need to be completed.

That being said, making this type of application does come with some challenges. For example, creating a design that is not visually overstimulating will be of the utmost importance to make sure that users can easily navigate the application. Along with this, there must be a balance between visual clarity and aesthetics so that the user enjoys looking at and using the application. With these tasks in mind, we hope to create an easy-to-use application that is both intuitive and aesthetically pleasing.