



Turn your tasks into a game.

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THE TEAM

Senup



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THE PROBLEM

Getting things done is hard.

- To-do lists are **boring** — there's no reward for finishing, so people give up.
- Motivation fades fast when progress feels **invisible**.
- Existing "gamified" apps feel fake or hide everything behind confusing systems.

OUR SOLUTION

Questly rewards your time.

- You create your own tasks and **set how long they'll take**.
- Finish a task and earn **tokens** — a currency you actually control.
- Spend tokens on real rewards, build streaks, and level up.



HOW IT WORKS — THE CORE LOOP

Time in, tokens out.



The reward scales fairly with real effort — the clock decides, not guesswork.

Difficulty scales with time.

TIME INVESTED	DIFFICULTY
5 – 10 min	★☆☆☆☆
10 – 20 min	★★☆☆☆
20 – 35 min	★★★☆☆
35 – 60 min	★★★★☆
60 – 120 min	★★★★★

STAY MOTIVATED

Rewards & streaks.

- **Shop:** spend tokens on rewards you set for yourself.
- **Daily streaks:** keep the flame alive by showing up every day.



LIVE DEMO

See Questly in action



The satisfying loop — done live.



Turn your tasks into a game.

Create · Complete · Earn · Repeat.

Thank you