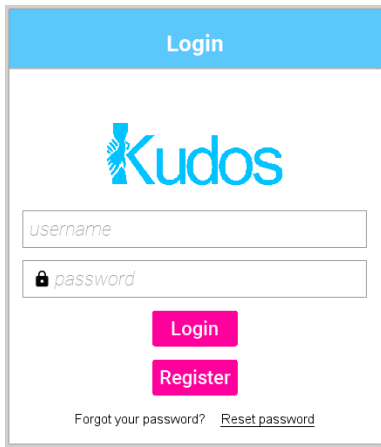


Good Deeds Gamification

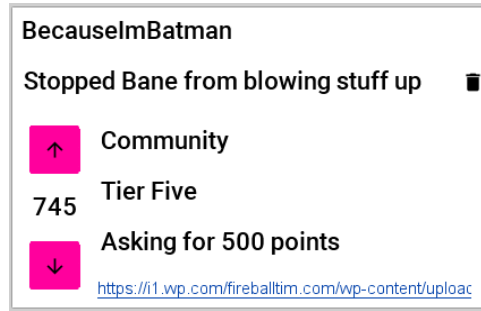
By: Aleisha Perry, Kurt Gentil

Supervisor: Chalinor Baliuag

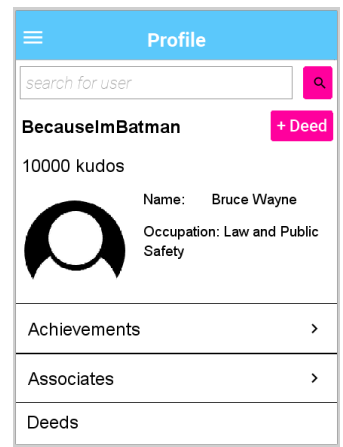
Client: Robert Sutcliffe



Kudos Application Login



Example of a Deed



Kudos User Profile Page

INTRODUCTION

The Good Deeds Gamification project aims to encourage goodwill within the community by providing a cross-platform mobile application where a user can post a good deed they have performed in return for peer esteem. The client has a strong desire to see an improvement in the level of good performed within a community, and sees the achievement reward system deployed in the gaming industry as a way to encourage the gamer generations to be a part of this.

This project developed the foundation of the app, dubbed Kudos, with account creation and management, a relational database tailored to the app, Deed, Group and Event, Associate, and Achievement displays, and other frontend templates ready for backend functionality.

DEVELOPMENT

For the project we implemented the OpenUP methodology. It was well suited for a small team and for the level of communication the client required. OpenUp has four phases of project development:

1. **Inception:** This phase included requirements gathering, client negotiation, and writing the Project Proposal.
2. **Elaboration:** This phase was where a greater understanding of the requirements were established, primarily through Systems Analysis and Design.

3. **Construction:** This phase included all development and testing of the application, where each iteration was a complete development cycle.
 - a. *Iteration One* - During this iteration the skeleton of the application was developed. The user registration, login, and account management were implemented.
 - b. *Iteration Two* - During this iteration the features of the application were developed and built upon.
4. **Transition:** Where the user guide and handover documentation was developed in preparation for future developers.

By the end of the project the team was able to meet the client's requirements, including additional features that were assumed from the client's vision of the final product. This leaves the project in a state ready for future developers to pick up where we left off, giving them a clear guide on how to do so.

CONCLUSION

Overall the team used utilised their skill sets, both from what was taught at WelTec and what was researched and learnt during the project. The project team had to learn new technologies fast and focus on time management in order to deliver a high quality product in a short time frame. They were able to do so due to preparations made during the project's inception phase.