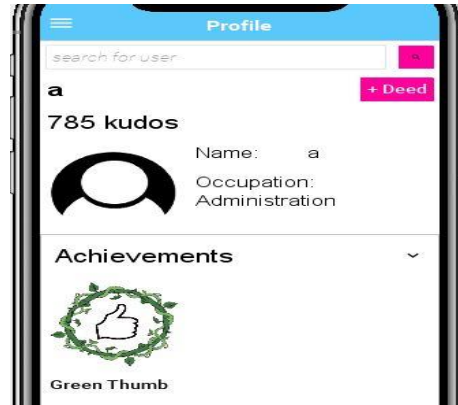# Good Deeds Gamification

By: Erna Marie Trambulo, Elaine Kuizon, Nino Noel Tolentino, Chinmay Vijay Lele
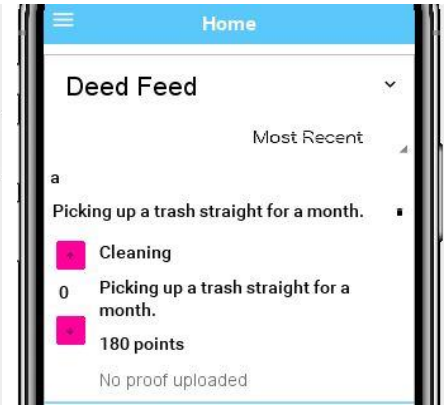
Supervisor: Reza Moosaei     Client: Robert Sutcliffe

| Sample Good Deed | Kudos Profile Page | Kudos Home Page |
|---|---|---|

## INTRODUCTION

*Good Deeds Gamification* is initially developed by the previous team, **Byte Me**. This mobile application is named *KUDOS*. It allows users, called *associates,* to upload photos of good deeds with the corresponding kudos points. Associates can also upvote or downvote uploaded deeds according to their own judgment. The more they posted good deeds, the more points they get. An associate can get achievements by completing a certain category of good deeds to compete with other associates.

The group decided to continue developing *Good Deeds Gamification* because it aims to encourage people to do good deeds and spread positive behaviours within the community. It is also a good opportunity for the group to showcase project management skills and technical knowledge in developing a software project.

## DEVELOPMENT

We started the project by studying the previous development of Byte Me and by gathering all the requirements from the client. The group chosen the Kanban methodology for software development life cycle.

During the development, we set internal rules and regulation as our team guidelines. We agreed to conduct meetings weekly to ensure progress in our project. The team meeting helps us monitor each member's assigned tasks and have time to share our ideas and suggestions about the project. The client meeting helps us satisfy client's requirements by giving an update on what we have accomplished and collaborate if there's any changes. The advisor meeting guides us throughout the entire development by seeking for an advice concerning system analysis and design of the project.

As the project continues, the group had issues with the delay in the schedule. To solve this issue, we created recovery plans and stick with it to keep the project on time.

Our group have four members, one of the challenges we had in a group is that we only have one developer so the other three manages the project in doing project admin, system analysis and design, testing, and documentation. We work together, and we make sure that we accomplished our tasks every day. We have a  good working relationship.

The most challenging part is the coding. Our developer took a lot of time in adding some features, in that situation we see the disadvantages of having just one developer in a group. But still, we managed to recover delays by helping each other.

In the last part of the project we did four testing - unit, integration, functionality, and acceptance testing. The result of test in general is passed.

## CONCLUSION

Even though we did not able to accomplish all the client's requirements, the client is still happy and satisfied with the outcome of the project.