Sonar Quest Hero

SonarQuest – a playful approach to improving software quality

https://github.com/viadee/sonarQuest/

Start

SONARQUEST

- An open source role-playing-game for
  - developers
  - managers
  - gamers

- goal: improving code quality
  - fixing SonarQube issues
  - solving special tasks (technical and non-technical)

ARCHITECTURE

- components
  - SonarQube: continuous code inspection (access via REST-API)
  - SonarQuest: web application based on Spring (backend) and Angular (frontend)

- rules:
  - SonarQube: rulesets and analytical tools
  - SonarQuest: game logic: quests, special tasks and adventures
  - SonarQuest: algorithmic support to select „appropriate" issues
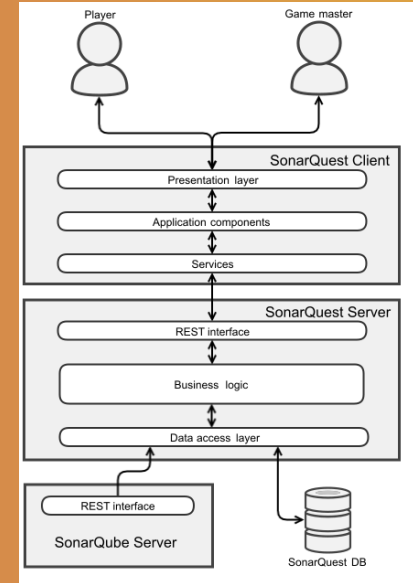
GAME CONCEPT

- feedback mechanisms
    - SonarQube: issue evaluation & continuous code inspection
    - Gamemaster: storyteller & referee
    - avatars: individual character development
    - special rewards: artifacts & marketplace trading

- voluntary play
    - no tracking on repositories etc.
    - active participation & commitment by the players
    - focus set on teamplay
    - no financial rewards or in-game purchases

HAVE WE GOT YOU CURIOUS?

- More on concepts and application scenarios:
  SonarQuest – a playful approach to improving software quality

- We're not here to have fun, are we?
  5 good reasons to convince gamification-doubters

- All the technical stuff
  SonarQuest @ github

JOIN THE SONARQUEST COMMUNITY!

SonarQuest is an open source project that can be downloaded free of charge from github.

viadee is actively committed to the establishment of a living community and will continue to drive SonarQuest's development.

We sincerely hope that many motivated people – gamers, developers, agilists, designers and managers – will lend their support to this project and collaborate with us to expand the SonarQuest world little by little.

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LET'S PLAY!