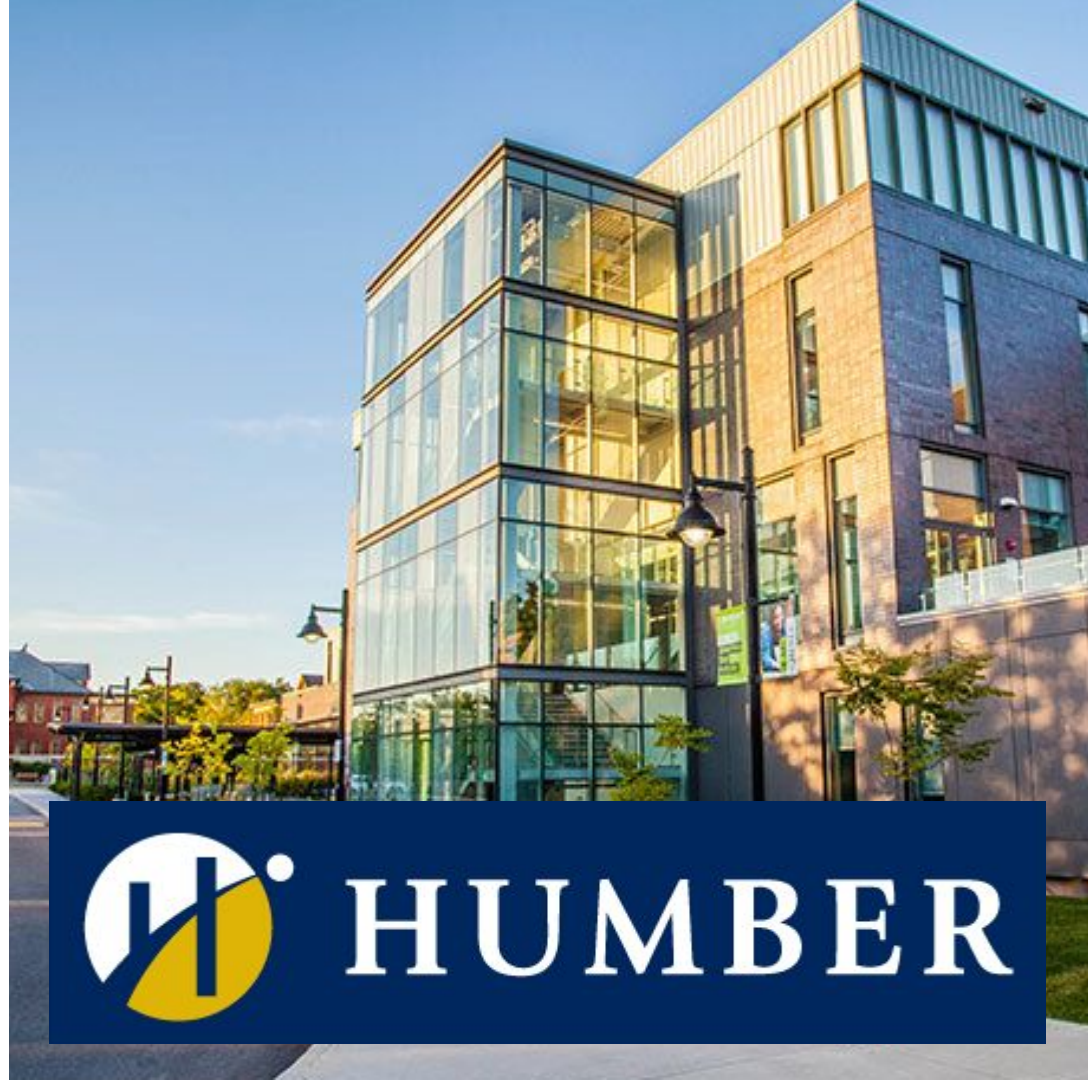


Social Scoring System

Hanna George, Ameesa Bajwa,

Sravani Singhani, Saloni Pawar

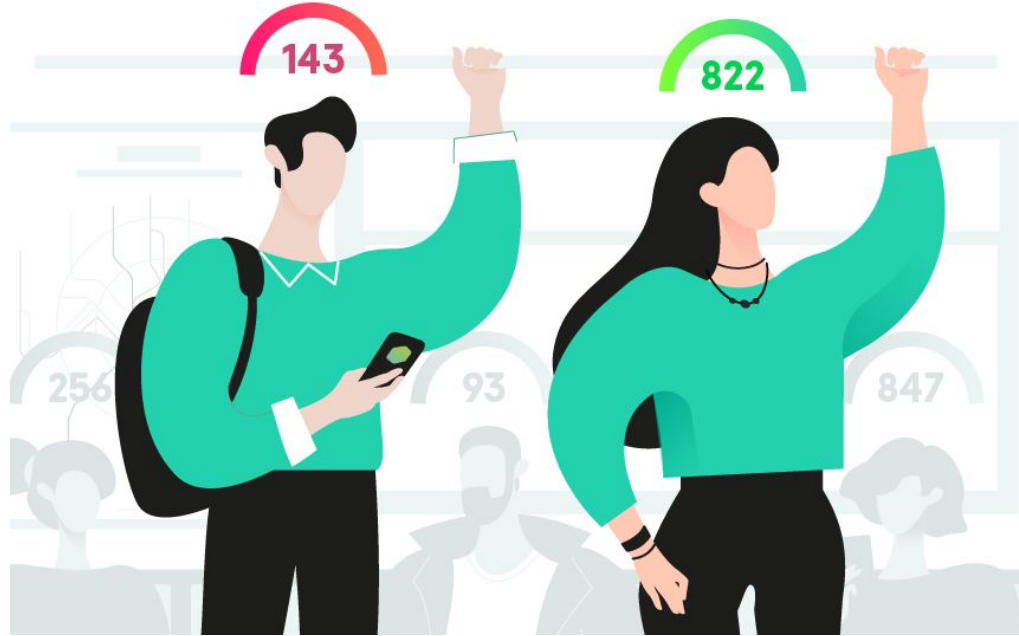


HUMBER

Social Scoring System

Functionality

A record system/database that will be used to keep track of citizens' social score and reward or punish based on that. The system will also account factors such as financial responsibility, adherence to laws and regulations, social interactions, and more



[https://media.kasperskydaily.com/wp-content/uploads/sites/92/2020/05/18052618/SocRat_TRPR_Image_1.png]

Dependency

Entities NOT present in BrickMMO

- Banks/financial institutions (credit companies)
- Police Departments/Security systems
- Insurance companies
- ID system (social security #)

Entities ALREADY present in BrickMMO

- Road system
- Businesses
- Private corporations



[<https://www.lego.com/en-ca/product/police-station-60316>]

3. Settings and Info

Module: Social Score

Each individual will have an initial social score and based on their illegal activities the score will be reduced.

If the individual reaches a particular score, they will be punished by law.



[https://as1.ftcdn.net/v2/jpg/04/96/09/98/1000_F_496099891_Xu3w3rCqFKxH1l385HKgrhVOy6RZYisl.jpg]

Module: Score Redemption

Once an individual completes his punishment then he/she can improve their social score for their good deed.

points are rewarded for good deeds and go towards raising social score



[<https://static.vecteezy.com/system/resources/previews/012/499/324/original/arrows-green-and-red-sign-button-up-and-down-icon-illustration-free-vector.jpg>]

Module: Blacklist

Once an individual reaches their threshold, then he/she will be added to a blacklist



[<https://i.ytimg.com/vi/YYAsT4Elh30/maxresdefault.jpg>]

API Endpoints

`/api/socialscore/{id}`

Will return the information of the citizen's personal details with their social score categorised against crime committed.

Once the score reaches a certain threshold, the citizen is added to the blacklist.

`/api/blacklist`

Will return a list of all the citizens added to the blacklist.



5. Pseudocode

IOT Loop

ssn.socialScore=100;

If (ssn.complaint==true)

ssn.socialScore=ssn.socialScore -
complaint.score

If (ssn.punishment==completed)

ssn.SocialScore=ssn.SocialScore+
punishment.score;

If (ssn.socialScore < thresholdScore)

add person to blacklist



[https://www.lego.com/cdn/cs/set/assets/blt101ae3419fa52021/60312_alt3.png?format=webply&fit=bounds&quality=60&width=800&height=800&dpr=2]

Thank you