

1.0 - Design Summary



CovidQuest

MMO / Real-life Community Engagement Platform

Summary

CovidQuest is a direct response to the global Covid-19 pandemic.

With people forced to self-isolate and take additional safety measures, it is becoming increasingly difficult to feel connected and more importantly to support those in need who otherwise cannot get such help.

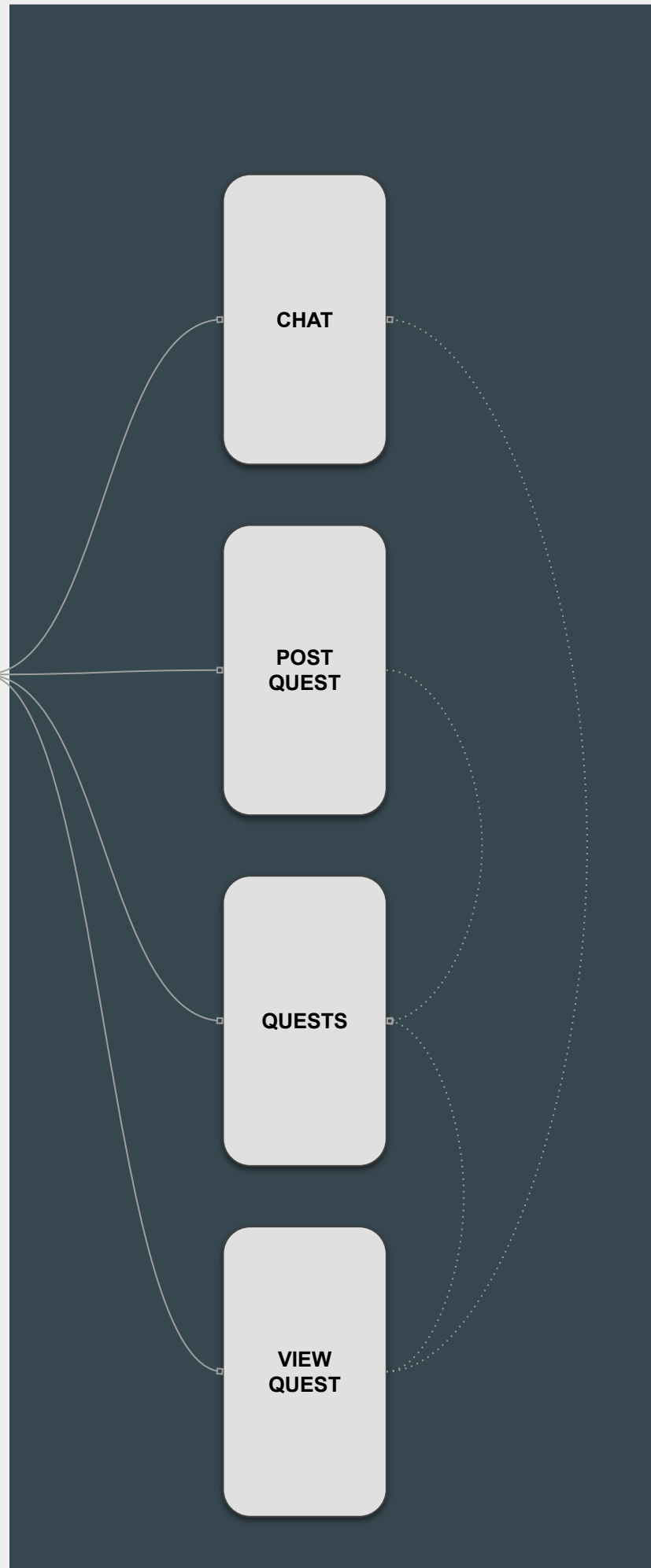
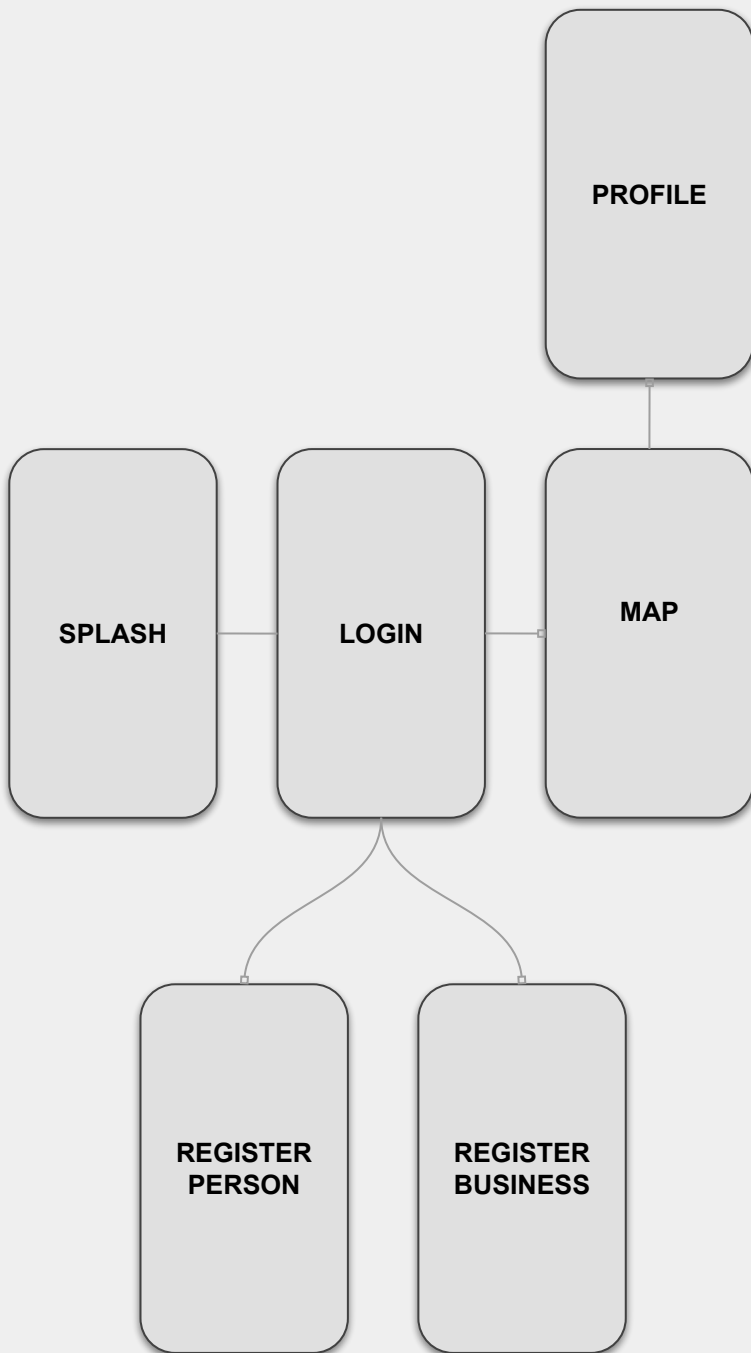
CovidQuest looks to connect people desiring human connection and a purpose in our isolated condition with exactly that. It also aims to provide a platform to support the community directly through 'Quests.'

These Quests will allow businesses to reach out and ask for assistance, for individuals to request much needed support, and for others to find a meaningful way to contribute.

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Part 1 - Storyboard



Part 2 - Core Features

MAP

MAP

- Geographically focused to help ensure that communities are supporting themselves
- Provides a source of useful information and can be used to help provide an intuitive user experience.
- Quick at-a-glance takeaways

CHAT

CHAT

- Allows users to communicate easily and securely
- Can also be used for group messaging and other notifications
- This will be the primary contact point for most of the user engagement with other people.

QUESTS

VIEW QUEST

- This is what gives the platform its unique twist.
- Allows users to build up experience and gain achievements for completing quests and helping their community.
- It also gives people a novel ways of saying they need a request

MAR 2020

#BuildForCovid Hack-a-thon Weekend

Initial Design documents drafted and presented. Code repository initialised with base code and tech stack. Frameworks chosen and architecture in place. Tracer code and skeleton in place with some basic graphics.

APR 2020

MVP Launch

Core functionality implemented into the application and the infrastructure. MVP is ready for beta launch and publishing channels are prepared. CovidQuest is made available for the public to use. Likely there will be hiccups - so operations will need to be maintained.

JUN 2020

Wider Adoption

Once there is some adoption on the platform we should start to see whether it is useful to the communities and start to see some traction. There may be some partnering opportunities and marketing chances to help local businesses get the word out to support them.

AUG 2020

User Experience

After there is some initial adoption on the platform, it will become important to focus on the experience of the users and make sure that it is improved for their uses. This will focus on cleaning up the experience and may pivot the focus on the application during this time.

OCT 2020

Payments

It is likely that whether a pivot occurs or not, at some point payments will be needed within the platform to help with additional service offerings. This will allow people to transact over the network in exchange for quests. Additional financial options may be researched at this time such as community lending programs and gifting.

20XX

TBD

Future development will depend on previous progress and cannot be forecasted at this time.

Part 3 - User Experience

NAVIGATION

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SUPPORT

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Part 4 - Wireframes



MapleTree **Labs**
A **Research** Company