

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.

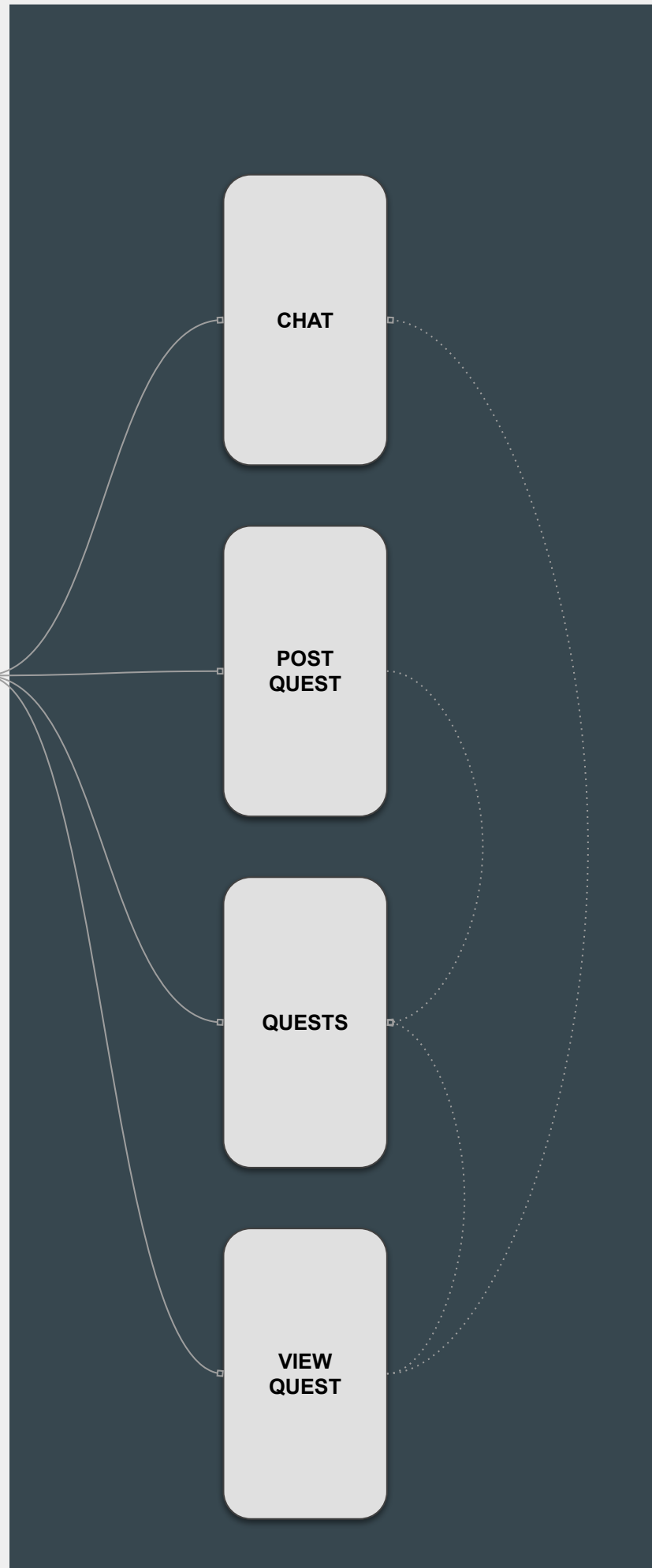
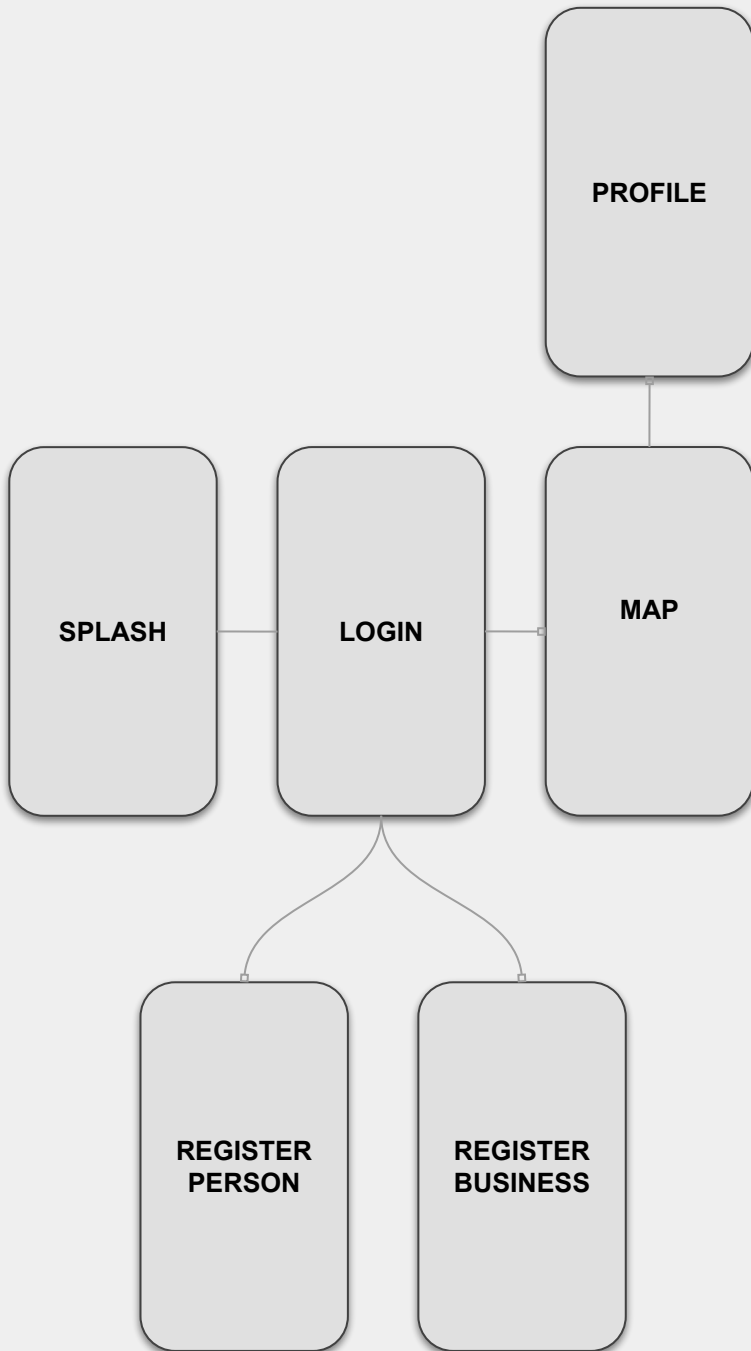
CovidQuest looks to connect people desiring human connection and a purpose in our isolated condition with exactly that. It also aims to provide a platform to support the community directly through 'Quests.'

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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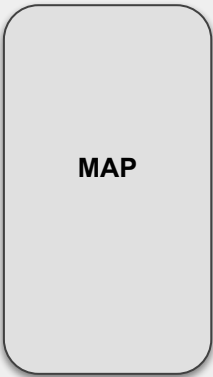
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# Part 1 - Storyboard



# Part 2 - Core Features

## MAP



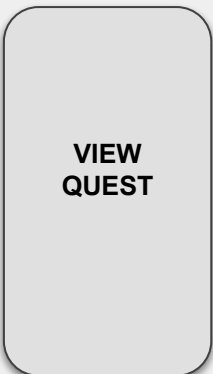
- Geographically focused to help ensure that communities are supporting themselves
- Provides a source of useful information and can be used to help provide an intuitive user experience.
- Quick at-a-glance takeaways

## CHAT



- 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



- 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

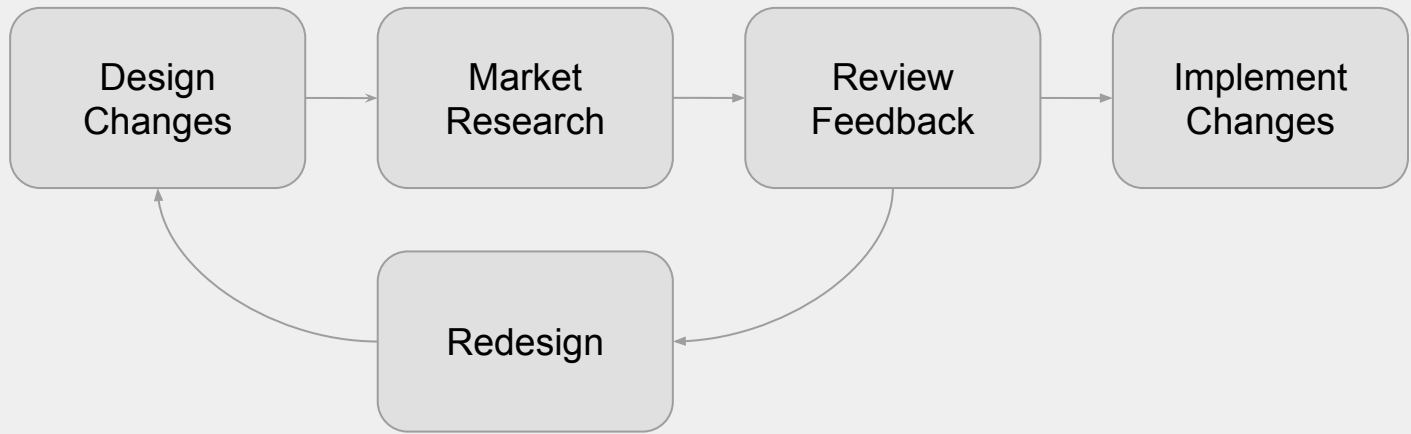
It is likely that whether a pivot occurs or not, at some point payments will be needed within the platform to help with additional service offerings. This will allow people to transact over the network in exchange for quests. Additional financial options may be researched at this time such as community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

Navigation will be simple and focus around using the map to navigate primarily.

There will also be intuitive names and market research be conducted early after MVP launch to gain quick actionable feedback.

### STYLE

Style will be initially a dark theme, but after early market research the finalized colours will be decided upon.

A design sprint will be conducted to ensure that the market can give feedback prior to additional development.

### SUPPORT

Support will be focused on clear documentation and a simple and friendly website for additional information.

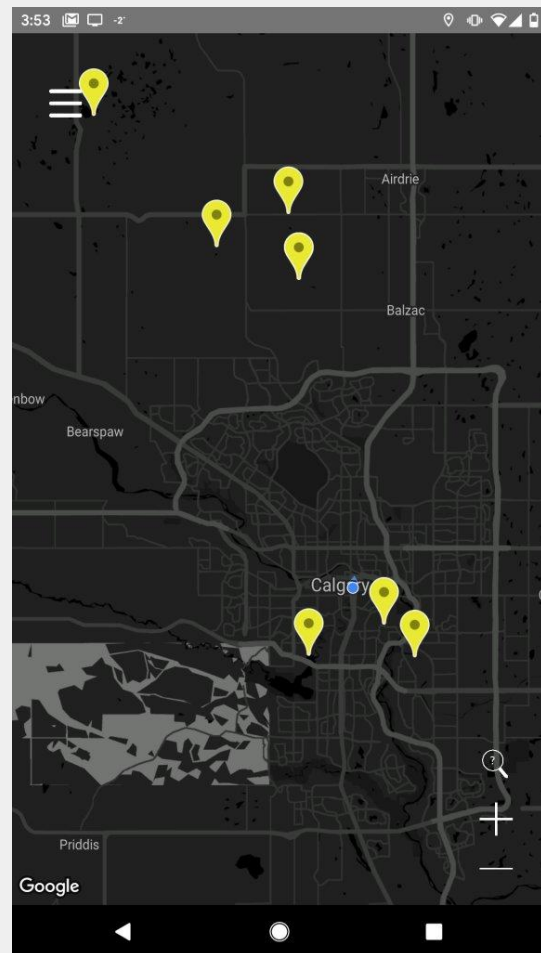
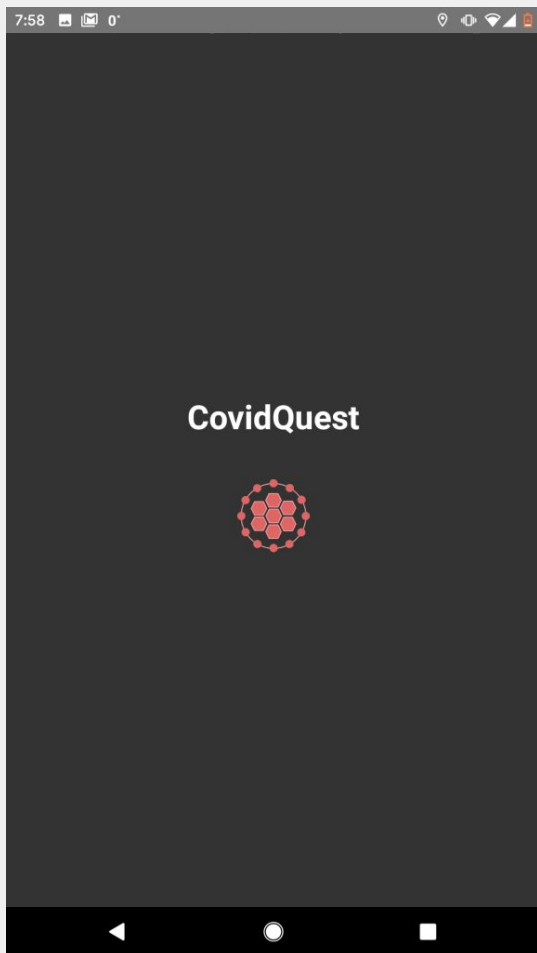
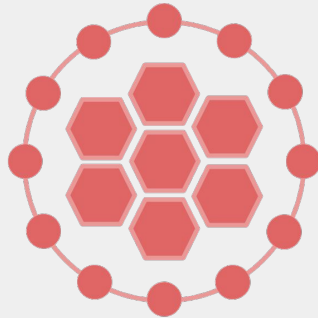
After greater adoption, additional support will be reviewed and discussed amongst the stakeholders.

### EARLY TESTIMONIAL (PRE-RELEASE)

*Oh my gosh I love it!!!!  
That's actually really awesome*

*Niki from Calgary, AB*

# Part 4 - Wireframes





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