



Fig 1.1 Logo designs designed on canva

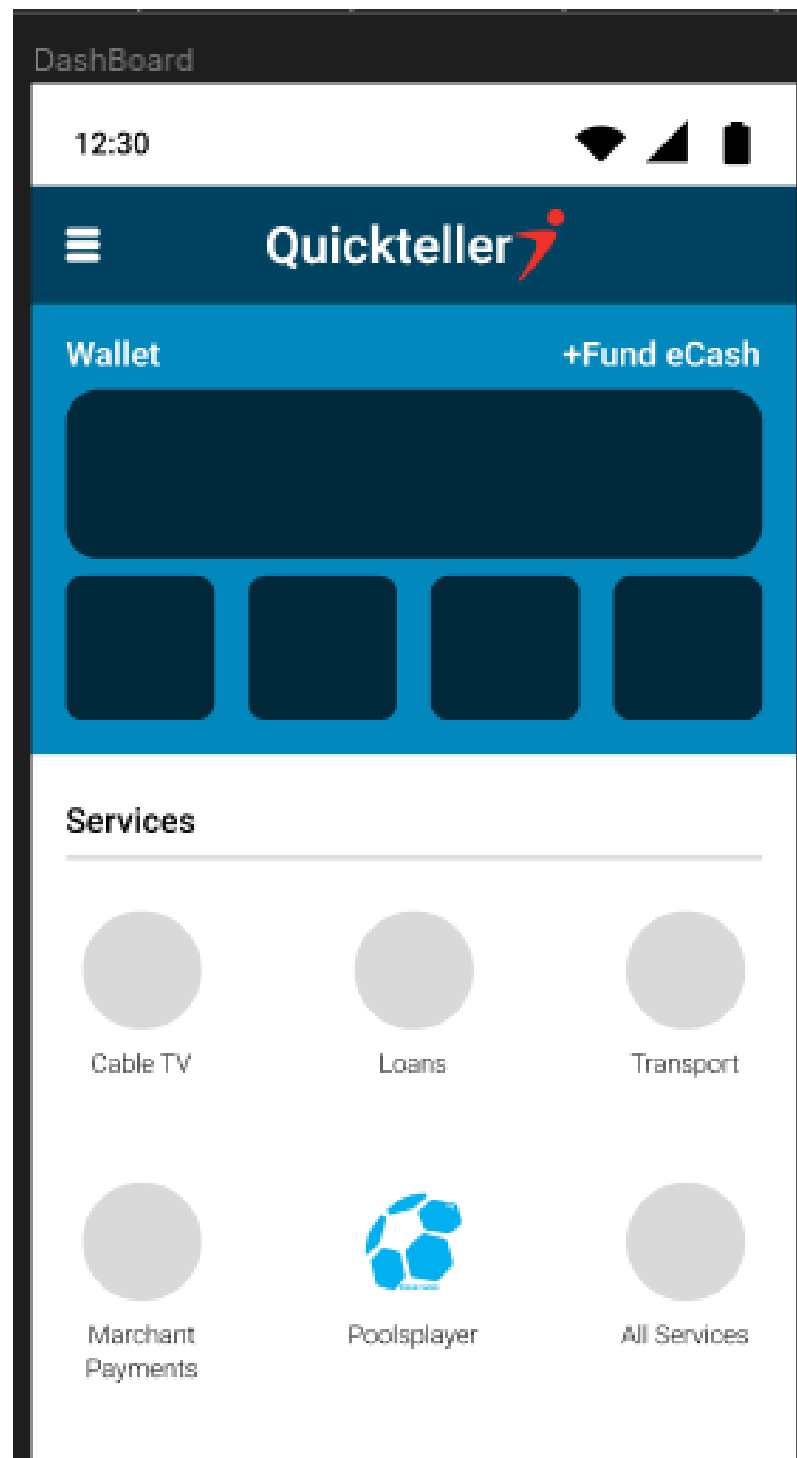


Fig 1.2 Dashboard of Quickteller with poolsplayer as a service.



Fig 2.1 Guru Badge



Fig 2.2 Genius Badge



Fig 2.3 User Badge



Fig 2.4 Caster Badge

Fig 2 Badges of users showing their ranks on procaster designed on Canva

```
//Vue script to display user medal based on their category
const level_app = Vue.createApp({
  data() {
    return {
      usr_category: user_category,
      allCategories:[
        { rank: "user", title: "USER", medal: "../assets/badges/user_medal.svg" },
        { rank: "caster", title: "CASTER", medal: "../assets/badges/caster_medal.svg" },
        { rank: "guru", title: "GURU", medal: "../assets/badges/guru_medal.svg" },
        { rank: "genius", title: "GENIUS", medal: "../assets/badges/genius_medal.svg" }
      ]
    }
  }
})
level_app.mount('#level_app');
```

Fig 3.1 Vue code snippet to display user medal based on their category

```
<div id="level_app">
  <div v-if="usr_category === 'user'">
    
    <div class="progress">
      <div class="progress-bar" role="progressbar" aria-label="Example with label" style="width: 0%;"
    </div>
    <p class="h3 text-uppercase fw-bold text-center">{{ allCategories[0].title }}</p>
  </div>

  <div v-else-if="usr_category === 'caster'">
    
    <div class="progress">
      <div class="progress-bar" role="progressbar" aria-label="Example with label" style="width: 0%;"
    </div>
    <p class="h3 text-uppercase fw-bold text-center">{{ allCategories[1].title }}</p>
  </div>

  <div v-else-if="usr_category === 'guru'">
    
```

Fig 3.2 Vue code snippet using v-if directory for conditional DOM rendering

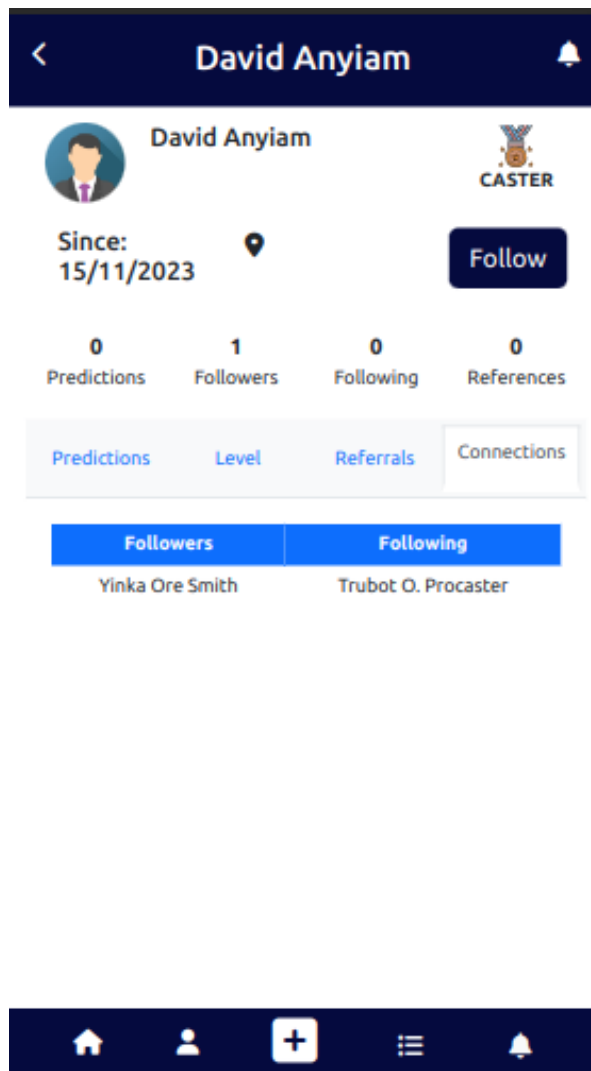


Fig 4.1 Connections table

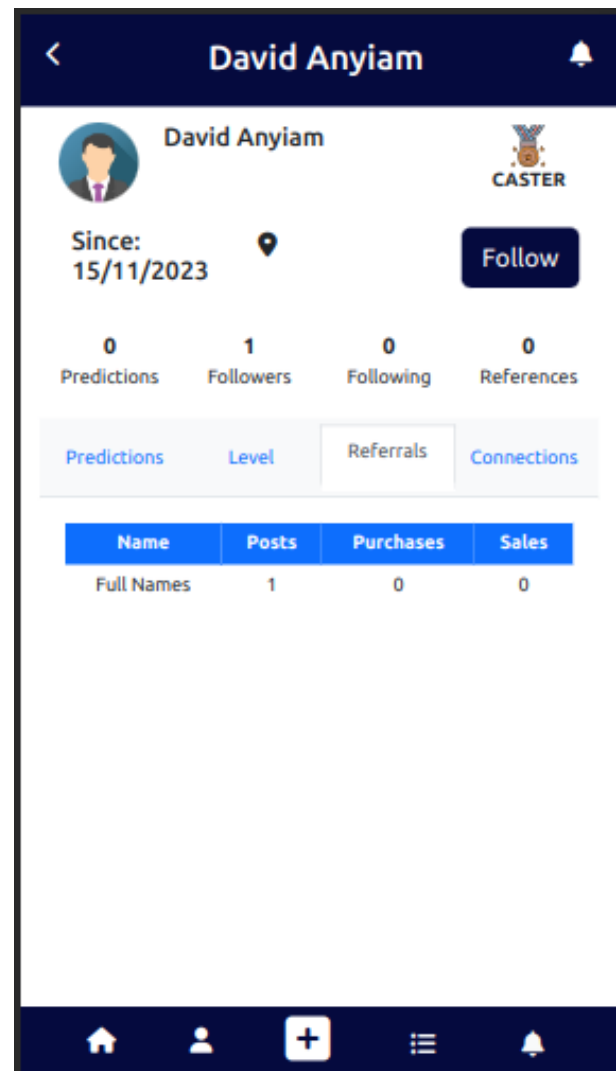


Fig 4.2 Referrals table

```
function buildTable(data){
    var table = document.getElementById('connection_table')

    for (var i = 0; i < data.length; i++){
        console.log(data[i])
        var row = `<tr>
            <td>${data[i].followers.names}</td>
            <td>${data[i].following.names}</td>
        </tr>`
        table.innerHTML += row
    }
}
```

Fig 4.3 JavaScript Function to generate connections table