

Engineering Gamified Systems - Sprint Report

This document summarizes the activities and progress made by the team over the course of two two-week sprints for the Engineering Gamified Systems course project.

Project Summary

The team is developing a gamified application as part of the course requirements. The development process was structured into two sprints, each lasting two weeks, focusing on different aspects of the application's backend and frontend components.

Sprint 1

Duration: 1 Week

From: 9/11/2025 to 17/11/2025

Focus: Initial Backend Setup, Core Frontend Pages, and Map Visualization

The first sprint focused on establishing the foundational backend services and developing key user interface components, including the initial map visualization functionality.

Team Member	Tasks Completed	Area
Raffaele	Totally focused on the backend	Backend
Manuel	Initial focus on the backend, then moved to the development of the Home Page and the City Selection Page.	Backend / Frontend
Giacomo	Worked on the Map visualization using the OpenStreetMap API. Also	Frontend/Backend

Team Member	Tasks Completed	Area
	contributed to the realization of the Home Page.	

Sprint 2

Duration: 1 Week
From: 17/11/2025 to 24/11/2025
Focus: OOBЕ Setup, Advanced Backend Features, Leaderboard Implementation, and User Profile Development

The second sprint shifted focus to implementing more complex features, including the Leaderboard and the initial structure for the User Profile page, while continuing work on the foundational setup and map integration.

Team Member	Tasks Completed	Area
Raffaele	Developed the Leaderboard page	Frontend/Backend
Manuel	Worked on the initial flow and setup of the application (OOBE)	Frontend/Backend
Giacomo	Continued work on the map; Developed the Profile Page	Frontend/Backend

Sprint 3

Duration: 1 Week
From: 30/11/2025 to 8/12/2025
Focus: Quizzes Implementation, Badges Page, Map Visualization Refinement, Leaderboard Page Refinement, Profile Page Refinement

The third sprint focused on implementing the core quiz functionality and the badges page, enhancing the interactive map visualization, and finalizing the visual and functional aspects of the profile and leaderboard page.

Team Member	Tasks Completed	Area
Raffaele	Refining the Leaderboard page, while pair programming with Giacomo for Quizzes and Map	Frontend/Backend
Giacomo	Working on Badges Page and Map Visualization, Quizzes and Profile Page Refinement	Frontend/Backend

Even if not strictly related to the sprints, we also report that one member of the team was working on context aspects of the application during the third sprint, while the other two were developing it.

Team Member	Tasks Completed	Area
Manuel	Working on defining the context, the motivations and the target users of the application, to address their needs and expose the potentiality of the application	Gamidoc

Sprint 4

Duration: 1 Week

From: 30/1/2026 to 3/02/2026

Focus: Gamification engine, leaderboard, badges and cosmetics, gamidoc and readme, expanded the map functions to visualize the next POI to visit

In this sprint we focused to finish the main features of the app adding all main gamifications elements, fixing general known bugs

Team Member	Tasks Completed	Area
Raffaele	Leaderboard, game engine service implementation	Frontend/Backend
Manuel	Pitch video, visualization in the map of the next POI, user profile graphic, gamidoc games rules and gamification elements	Gamidoc, Frontend/Backend
Giacomo	Created gamification engine rules, implemented working badges and cosmetics, gamidoc gamification elements	Gamidoc, Frontend/Backend, Gamification engine rules