

Achievements and Reward System Storyboard

1. Leader Board Table

Purpose: This table displays the real-time ranking of players based on their performance, accumulated score, and task level.

Columns:

- S.No: Serial number to identify the player's position in the table.
- Name: The name of the player.
- Rank: The rank of the player, dynamically assigned based on their total score.
- Score: The player's accumulated score from various tasks and achievements.
- TaskLevel: The highest level of tasks the player has completed.

Usage:

- Audience: Players view their rank and compare it with others.
- Ranking Mechanism: The rank is recalculated each time a player completes a task or earns a new score, ensuring real-time leaderboard updates.
- Design Considerations: Clean, interactive table with real-time updates and smooth transitions when rank positions change.

2. Achievement Tracker Table

Purpose: This table tracks the current progress of players, showing their task level, total score, and whether rewards have been claimed.

Columns:

- Name: The name of the player.
- Current Task Level: The current level of the task the player is working on.

- Score: The total score the player has earned at this point.
- Rewards Claimed: A boolean field indicating whether the player has claimed the rewards for their completed tasks.

Usage:

- Progress Monitoring: Players see their current task level, focusing on task completion to unlock rewards and improve their ranking.
- Design Considerations: Use progress indicators (e.g., progress bars or charts) for better visualization of player progress. Players should see how close they are to the next task level.

3. Claim Rewards Table

Purpose: This table stores information regarding the rewards that players can claim upon completing tasks and accumulating enough points.

Columns:

- Completed Task Level: The level of tasks the player has completed.
- Total Score: The cumulative score that qualifies the player for rewards.
- Rewards: The rewards the player can claim once they complete a task.

Usage:

- Reward System: Once a player completes a task, they can claim rewards based on their task level and total score.
- Tracking Mechanism: Players can review completed tasks and rewards they are eligible for.
- Design Considerations: Gamified, engaging user interface for claiming rewards, featuring animations to highlight the reward-claiming process. A button or interactive feature allows players to claim rewards with feedback and notifications.

Integration Between Tables

- Achievement to Leader Board Sync: The score and task level from the Achievement Tracker are automatically reflected in the Leader Board, dynamically updating the player's rank.
- Claim Rewards System: When a player completes tasks, the `completedTaskLevel` and `totalScore` in the Claim Rewards table are updated. This links back to both the Leader Board and Achievement Tracker.

Cross-Table Flow

- Step 1: Players complete tasks, earning scores and advancing through task levels (tracked in the Achievement Tracker).
- Step 2: The score and task level feed into the Leader Board, where the player's rank is updated based on the total score.
- Step 3: Once a task is completed, the Claim Rewards table is updated, allowing players to redeem rewards based on their score and task level.