Bounty Board Design document

# Brief and usage

This document is used

# Goals

Have fun with giving people achievements, celebrate success and get things done with positive reinforcement.

Initially, a project will have a standard set of achievements that a management user can give to achievers (users). Each achievement has a unique ID that you can post to the application from automated services on your own organisations. EG. A timesheet application will have events where users fill in timesheets on time (if they’re good, they’ll have an API or webhooks.)

Eventually, this will hook into IFTTT for ease of use.

# Database

## People, invitation, account groups

New users start at the invitations

## People achievements

## Achievements seasons

# Features

## Apikeys

This allows you as an end user to manage your own keys. Post to the end point you’re after with the right key and receive objects or status OK. Only higher level management can generate API keys it is up to them to distribute keys and what not. It’s advised you generate api keys for each application.

# Interaction Points