



EPITECH INNOVATIVE PROJECTS

La Vie est un Jeu !

User's Guide

In this document, you'll be able to discover the several features of our project



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Chapter I

Introduction and context

I.1 « La Vie Est Un Jeu »

I.1.1 « La vie est un Jeu », is not just yet another basic social network !

There are already existing solutions in terms of Social Network but we'd like to create our own kind with the idea of entertainment associated.

That's why you will find in «LIFE» what could be compared to a list of the «must have done things». This list is not unique, actually the choice belongs to you, you define it ! What is important to achieve in your life ? You tell me ! This way, we allow you to share to your friends/family/whatever what really matters to you.

Each entry in the system (Activity/achievement completed or failed etc..) will be open to your friends for comments. In these slots, you'll be able to share any media (pictures/videos etc) or simply discuss about the current achievement/activity.

We thought that this innovative side for social networks seemed to be omitted, so here's the occasions for you fans of challenge to keep a trace of the different actions you've accomplished and an occasion to meet persons sharing the same passion !

I.2 Project's Vocabulary

I.2.1 What's an « achievement » ?

The term achievement comes from the video-games world, it's a series of goals/actions that need to be done to unlock different rewards. It's not related to the main objective (which is in most cases to beat the final boss or finish the main quest).

Achievements are a way to distinguish a player from another one when they've both finished a game. These achievements also increase the in-game challenge and the gamelife's duration.



According to several sources, a player feels rewarded and happy when it comes to unlock achievements. Game designers also use them to make the player discover several sides of the game he would have probably avoided without their presence.

The fact that you can share your successes with your friends would probably make them want to take their revenge try to do better than what you did. That's why we think that's an interesting thing to do an analogy between games and life.

Depending on the successes you'll unlock (and thanks to the categories they belong to), the system will be able to classify your interests and you as interesting for other users. This way, we hope than you'll meet people sharing the same passions and will be encouraged to go further into this passion.

I.2.2 Project's ease of use.

For you guys, the final users, our project is made of a website and several mobile applications on systems including Android, iOS and Windows Phone. If you're willing to use our project as a developer, we'll setup a public API allowing to bring developers' creativity. We hope that several services will see the light !

The different features we wanted in our project weren't present or combined in the several existing solutions. This project is our attempt to give you a platform that you'll visit on a daily basis without neglecting discussions and media sharing.



I.2.3 Projet's Aim

We want to create users' communities around an achievement's system directly linked to real daily life, whether topic of interests or professional life.

In theory, there's no special target : Everyone has hobbies, passions and topics of interest.

The website and the applications are aimed to handle multi-languages, so you're not limited to your own country.



Chapter II

Details about Website and SmartPhone applications

II.1 The website

II.1.1 Overview of the welcome page, before login

You will see one of the thousand available achievements (Probably the most popular classified by publication date) and the diverse features. This diaporama is attracting, isn't it ? What are you waiting for ? Let's create an account, it's easy, fast and free !

The subscription is detailed later in this document. If you're already into the system, this page will allow you to sign in.

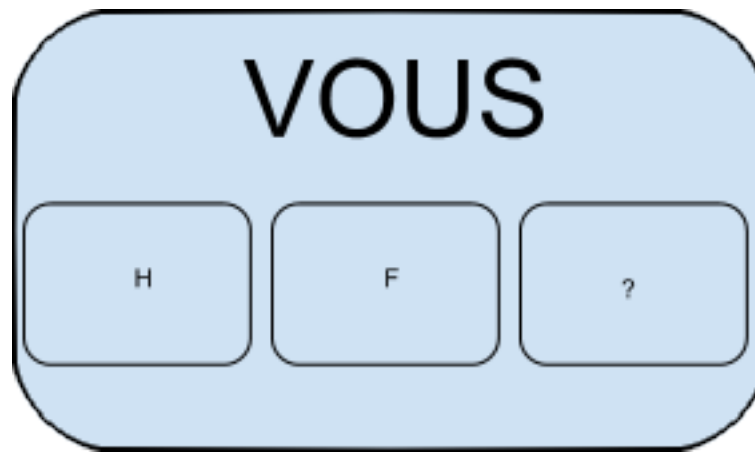
We could also put a system to browse the different achievements' categories and their achievements to allow non signed-in users have an overview of what's feasible within our project.



II.1.2 Subscription, the first five minutes

We wanted this step to be a light one because sometimes you're confronted to a heavy form which is not attractive. That's why you could find our innovative way to handle your subscription step by step allowing you to discover our tool and its universe as you get through these different steps.

You'll often be asked to answer simple questions to complete your public profile during your following visits. This way, we combine a guide and user's subscriptions without being too annoying. These questions will be simple enough to be answered almost directly.



II.1.3 User's main page

You can retrieve the activities that are available in your stream here. It's been done in a Facebook/Google+-like manner.

There are 4 subsections available through the menu :

- Your stream (Default Page) ;
- Your objectives ;
- Your achievements ;
- Your «friends» (imported from others social network or added through our website).

A « breaking news » bar will always be on top on the website to show the last official news and the activities of your friends.



Breaking News! Julien Du Barrefeu a fait un salto arrière en skate !



La Vie est un Jeu !



II.1.4 Your stream

The stream is on the middle of the main page and its role is to display the last activities of your friends and the different publication in a semi-detailed way.

It will contain :

- The « achievements » to be validated;
- The objectives that your friends chose ;
- New friendships / contacts ;
- Official news (informations or new achievements).



II.1.5 Achievements

You'll be able to pick achievements' packs containing several achievements through this page. Each pack is classified by theme so they could be ranked to match your preferences and interests.

You can then mark some of the challenges to be your current/futures objectives which will notify your circle.

II.1.6 Achievement's details

Each achievement will be validable as the commentaries/publication are in Facebook/Google+ (The «like» and «+1» buttons). This way, you'll be able to notify the content's owner that you find it interesting. You can also discuss about it and give feedbacks to the creator.

The «Plus» button is aimed to show the whole set of commentaries about this achievement in order to avoid data overloading.



Nom Prénom - Date - Heure

Visibilité : Discutable (2 / 3)

+



Texte de l'achievement

Texte descriptif donné par l'utilisateur (facultatif) : Lorem ipsum dolor sit amet, consectetur adipiscing elit. Proin faucibus elementum dolor...

Lire tout



Je valide 

Voir 8 autres commentaires...



Nom Prénom dit :

Commentaire de l'utilisateur : Nullam sollicitudin lobortis lacus. Nulla elit purus, luctus ac dictum eget, ullamcorper cursus turpis. Cras non purus dui. Mauris varius fringilla vestibulum !



Nom Prénom dit :

Commentaire d'utilisateur proposant une photo : Aliquam erat erat, elementum vitae semper eu, fermentum non libero. Donec odio urna, volutpat at dapibus non, pretium vel ipsum.



Ajouter une photo

Ajouter une vidéo

Ajouter un commentaire

II.1.7 Objectives

In this page, the aim is to let you create your custom objectives' list in order to mark the achievements you're willing to unlock in the near future. It's also from this page that you can

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mark an objective as completed.

II.1.8 Contacts

In this page, you can browse your contacts' lists and organize them into users groups. It allows you to define authorized/forbidden contents on a per-group basis.

There are 4 levels of access you can define and this feature is aimed to prevent other users accessing something that belong to your private life if you don't want them to access it.

Please find further explanations on this content limitation later in the document.

II.1.9 Groups

Also known as communities, these groups are created to put together achievements, medias, publications and users that belong to a certain category (For example : Computer Science / Football etc..)

You can list these groups and join them from this page. By joining groups, you will be able to get new special achievements but also a chance to contribute to the groups by giving your ideas about new challenges/opinions on current ideas.

In groups there are several levels of access : You can request to be moderator if you deserve it ! These moderators are in charge of :

- Check that the users' behaviors are conform to what's expected in the rules
- Validate or not the different submissions (Achievement ideas / Publications)
- Directly add content into database

The third user category in groups is the owners, they are responsible of the moderators' management. They can add/remove moderator status in order to delegate tasks.

If you don't find an existing group matching your expectations, don't hesitate to create your own ! It will be useful for other users.

II.1.10 Profile

The Profile page holds data about a user and allow him to modify these informations. It also provides a way for other users to interact with this user :

- Message sending



- Request to join friends' circle

You can also find the different rewards the user has unlocked and click on it to view the details of the different achievements (Type, action requested and commentaries/medias associated etc)

II.2 Smartphone application

For the smartphones' applications, we have chosen to use internet views to develop an interface based on the technology we're using in the website (Ocsigen).

So it shouldn't be fundamentally different on the several supports, please read the website documentations and you'll be fine :).

II.3 API

If you're willing to develop a specific service using our API, please find the specific document for the API, it's available on the website at this link. (Not written yet)