Android Application: Challenge accepted

Basic Requirements:

1. Log-In System
2. List of Friends/Search for Friends
3. Profile
4. Send & Receive Challenges
5. Predefined challenges
6. The one who sends the application has to approve/verify completed challenge
7. Specify in which time limit challenge has to be completed

Extensions:

* Challenge Categories
* Snap Challenge (e.g. up to 2h time limit) —> Has to accept it… or not.
* Groups
* Charity Donations/Challenges (e.g. ALS Ice-Bucket Challenge)
* Find random challenges/persons (already uses the app) —> if video/photo prove
* Flag/Ban bad challenges

Challenges:

* If your friend doesn’t have App —> Send invitation with challenge
* Profile
* Reasonable point/badge system

General UI-Design Guidelines:

* Color/Font-Scheme based on the Playbook
* Intuitive UI
* Responsive/Scalable

User Scenario 1:

Barney’s phone vibrates in his pocket. He has just received a challenge from his best friend Marshall. Marshall challenges Barney to eat a can of cold baked beans. Barney now has to either accept or decline the challenge, however the clock is ticking, because he only has 24h to complete the challenge. The time limit is pre-defined in the challenge description. Barney accepts the challenge and goes to the grocery store in order to buy a can of baked beans. He and Marshall meet up and Barney eats the can of beans, thus Barney has completed the challenge and Marshall confirms/verifies it. Therefore Marschall accredits Barney with points. Barney checks his Challenge Profile and sees his updated point score.

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