Gig Economy Application for Volunteer Charity work

The idea for this application is to create an environment that incentivises users to become involved in charity work while also making the experience more efficient and convenient. gig economy apps such as Uber or Syft demonstrated that they can attract a large potential work force, because of the non-comital nature of their model. My intention is to use this model within the charity sector along with a gamification design ethos. I believe this will crate mor interest and active involvement in charity work.

Features

Map

This will allow the user to search for and apply for upcoming jobs on a location basis

List

This will be a list of upcoming jobs that can be filtered

User account with ranking system

This will keep track of the work that the user has completed and any upcoming jobs. There will be a levelling system where the user is rewarded points for jobs completed with multipliers for consistency.
I would like to expand this feature to give the user real world rewards such as coupons.

Potential issues

I will have to contact charity's asking them what their requirements would be to work with our users (DBS check).