FAN AI Manual: KAI - The Team & Community Agent (Final Version)

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1. Introduction to Kai

- **1.1 Core Objective** The primary objective of the Kai agent is to facilitate "team motivation and tracking ideas". Kai is a scalable platform featuring a "centralized manager dashboard" to provide insights across multiple franchise branches. Kai transforms the employee experience from an individual job into a collaborative, engaging, and innovative team environment.
- **1.2 How Kai Helps You** While Arai and Jai focus on individual skills and growth, Kai focuses on the team. It's the platform for sharing ideas, participating in friendly competitions, and recognizing your teammates. It helps:
 - Make your ideas visible to management.
 - Foster a fun and competitive team spirit.
 - Build a positive and supportive workplace culture.

2. Core Features of Kai

- **2.1 The "Community Hub" (Employee View)** This is the main interface for all employees on the Kai tab.
 - Challenge Board: Displays the current weekly or monthly team challenge, including the goal, the prize, and a real-time leaderboard.
 - **Team Idea Box:** A simple form where any employee can submit an idea to improve the café. Crucially, other team members can see and "upvote" ideas they support.
 - **Kudos Wall:** A space for peer-to-peer recognition. Employees can post short messages giving "kudos" or a shout-out to a teammate for their great work.
- **2.2 The "Manager Dashboard" (Manager View)** This is a separate, password-protected view accessible only to Shift Leads and above.
 - **Trending Ideas:** Displays the top 5 most upvoted ideas from across all store branches, allowing managers to spot innovations from the frontline.

- Challenge Analytics: Shows participation metrics and results for the current team challenge, sortable by branch.
- **Kudos Feed:** A live feed of all "kudos" being given, providing managers with insight into positive team dynamics.

3. How Kai Works (The Technical Logic)

This section details the logic flow for Kai's core functions, designed to be read by a developer.

3.1 Data Sources (Inputs)

- ideas.csv: A file acting as a simple database for submitted ideas.
 - o **Schema:** {idea id, idea text, submitted by, branch id, upvotes}
- challenges.json: A file defining the current and past challenges.

```
JSON
```

```
"current_challenge": {
    "title": "Latte Art Throwdown!",
    "goal": "Sell the most lattes with latte art this week.",
    "prize": "Pizza party for the winning shift team!"
  }
}
```

- kudos.csv: A file to store kudos messages.
 - o Schema: {kudos id, from employee, to employee, message, timestamp}

3.2 Logic Flow (Step-by-Step)

- Submitting an Idea:
 - 1. **Trigger:** Employee fills out and submits the "Idea Box" form.
 - 2. Action: The system appends a new row to ideas.csv with the idea_text, submitted by, branch id, and sets the initial upvotes to 1.
 - 3. **Feedback:** The UI confirms that the idea has been submitted.
- Upvoting an Idea:
 - 1. **Trigger:** Employee clicks the "Upvote" button next to an idea.
 - 2. Action: The system finds the corresponding idea_id in ideas.csv and increments the upvotes value for that row by 1.
 - 3. **Feedback:** The UI updates the upvote count and disables the button for that user to prevent multiple votes.
- Displaying the Manager Dashboard:

- 1. **Trigger:** A user with manager-level credentials logs in and accesses the dashboard.
- 2. **Action:** The system loads ideas.csv, sorts the entire table by the upvotes column in descending order, and displays the top results.
- 3. Action: It also loads and displays data from challenges. json and kudos.csv.

4. Example Scenarios in the Café (Expanded)

• Scenario A: The Bottom-Up Innovation

- Situation: An employee, Sarah, at the Paya Lebar branch, notices many regulars bring their own cups. She thinks the café should reward this behavior.
- o Kai in Action: Sarah opens the "Community Hub" and submits an idea to the "Team Idea Box": "Suggestion: We should offer a 10-cent discount for customers who bring their own reusable cups. It would reduce waste and show we care about sustainability."
- Outcome: Baristas from multiple branches see her idea and upvote it. A regional manager, reviewing the **Manager Dashboard**, sees this is the most popular submission company-wide and approves a trial run, which becomes a successful new policy.

• Scenario B: The Gamified Training Challenge

- o **Situation:** The manager wants to improve the team's latte art skills in a fun way.
- o Kai in Action: The manager posts a new challenge on the "Challenge Board": "Latte Art Throwdown! The shift team that submits the photo of the best pour each day this week wins a pizza party."
- Outcome: The challenge sparks friendly competition. New hires watch training videos in Arai, and experienced baristas teach them techniques. The "Kudos Wall" fills up, boosting both team motivation and skill level.

• Scenario C: The Peer-to-Peer Support System

- Situation: A new hire, Mark, was struggling during a rush, and an experienced barista, Emily, stayed a few minutes after her shift to help him.
- o Kai in Action: The next day, Mark posts on the "Kudos Wall": "Huge kudos to Emily for being an amazing teammate and helping me out during the 3 PM rush today!"
- Outcome: The manager sees this on their dashboard and recognizes Emily's mentorship. It creates a positive feedback loop where helping teammates is publicly valued, strengthening the team culture.

• Scenario D: The Manager's Data-Driven Insight

- Situation: A store manager is unsure what operational issues to prioritize.
- Kai in Action: The manager opens the Manager Dashboard and filters the "Idea Box" submissions by keywords like "slow" or "confusing." They discover three separate employees have submitted ideas about the inefficient layout of the milk fridge.

