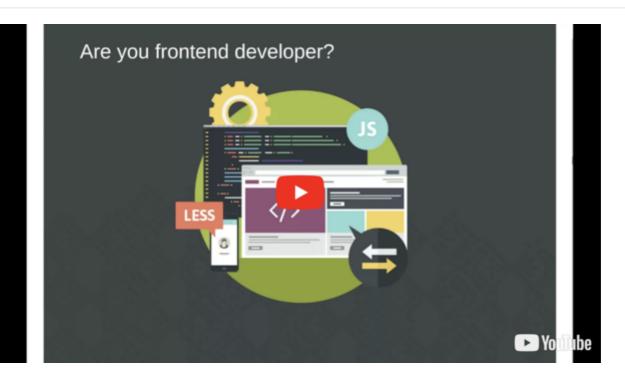
### https://www.gamily.in



# Vision (Video)



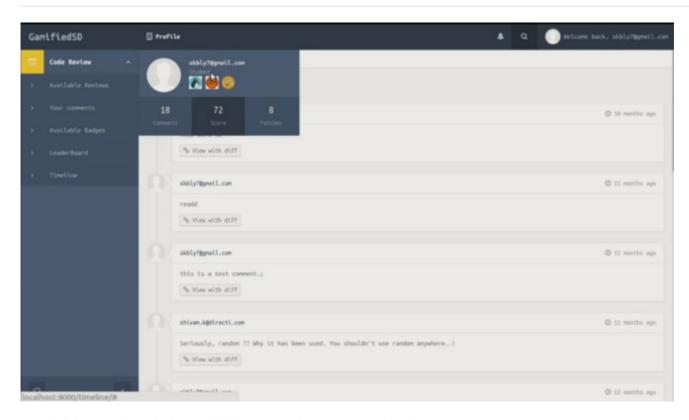
# **Description**

The product is built with aim to be extensible and extremely simple to integrate for end users who wish to create Gamified applications. The architecture design is Event-driven service-oriented

architecture, with complete control to end users for game rules, etc. The prototype technology is based on Flask and Ember.js.

You can read the publication to get more detailed idea, or can directly refer to the source code available on GitHub.

## **Version 1**



Available on GitHub: https://github.com/skbly7/gamifiedSD

# **Version 2**

Available on GitHub: https://github.com/skbly7/gamily

## **Table Anything (leader board shown as example)**

Converts any list of dictionaries into tabular form.

Variable	Meaning
ajaxURL	URL from which data need to be fetched
getData	GET parameters as JSON
variable	Variable name in response to render (blank to complete) - expect list

### Usage

```
{{gamily-table ajaxURL="" variable="path.to.data" getData='get params as JSON'}}
```

#### Descriptive documentation

# Matrixify (badges shown as example)

Converts any list of dictionaries into matrix form.

Variable	Meaning
ajaxURL	URL from which data need to be fetched
getData	GET parameters as JSON
variable	Variable name in response to render (blank to complete) - expect list
numColumns	columns of matrix. 2 (default)

### **Usage**

```
{{gamily-matrix ajaxURL="" variable="path.to.data" getData='get params as JSON'}}
```

#### Descriptive documentation

## **Listify (shown as example)**

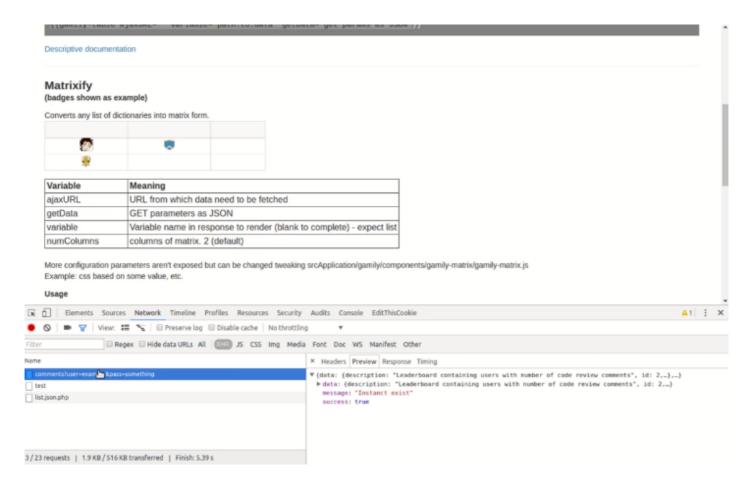
Converts JSON list into list display.

Variable	Meaning
ajaxURL	URL from which data need to be fetched
getData	GET parameters as JSON
variable	Variable name in response to render (blank to complete) - expect list

### **Usage**

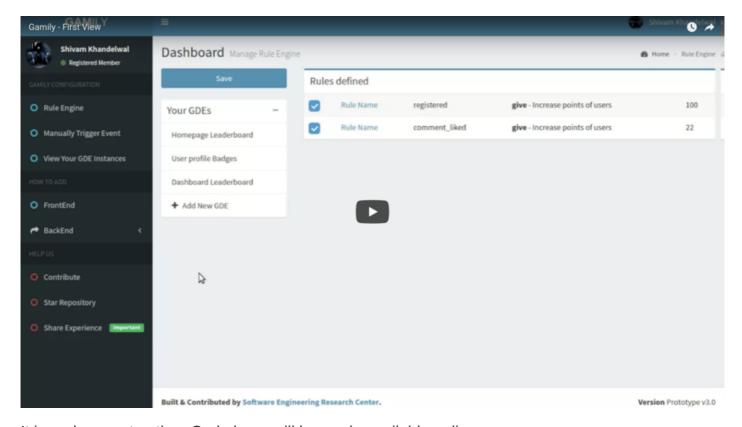
```
{{gamily-list ajaxURL="" variable="path.to.data" getData='get params as JSON'}}
```

#### Descriptive documentation



## **Version 3**

# **Rule Engine - First Preview**



It is under construction. Code base will be made available online soon.