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| **Project Name:** | Gamify |
| **Project Lead:** | Prashanth Bhat |
| **Directorate:** |  |
| **Closure Date:** | 12/03/2017 |

# PROJECT CLOSURE - SYNOPSIS

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| **Summary of Performance and Outcomes (Required)** |
| The objective of the Project was to build a social networking website that provides a platform for people with similar interests in sports to communicate with each other and to plan for sporting events. It allows people to communicate with each other based on their location and interests and to formulate sporting events.  Work completed:   1. Milestones  * Login and Registration * User Interface and User Profile * Create Posts and Display Posts based On User Location * User Preferences * Live Chat * Search Users * Block Users * Create and Manage Groups (Additional feature) * Advertisement (Additional Feature)   Project documents may be found at |

# SCOPE MANAGEMENT

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| **Unplanned Changes to Project Scope (Optional or “NA”)** |
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# LESSONS LEARNED

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| **Summary of Lessons Learned or Best Practices (Optional, “NA” or Separate Activity)** |
| 1. The Framework, design patterns, all the logic of social network website and the most important Agile methodology. 2. If you ever face an issue while performing your tasks, ask your teammates but just don’t rely on them to work for you. Try out your own options to come out of that situation. |

# ADDITIONAL COMMENTS AND NOTES

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| **Other Project Highlights or Notes (Optional)** |
| **Considerations:**   * We discovered that good understanding among the team members will always help you achieve your task no matter how hard the circumstances are. Believe in yourself and your team members. |