

## **NOTES:**

- How to regenerate Kudos
- Negotiating kudos
- Question: how does the helper know after a deed has been completed that they received their kudos?
  - After feedback is given?
- Alert bell in the top of the screen when a user needs to fill out feedback
- Suggestions:
  - Great map going
  - Do you guys have ways to filter as there could be deeds w/ 0 helpers?
    - Filter map and feed, they could be tied together
  - Do you have ways to discover users?
- Difficulties encountered
  - Not great organization and planning
  - Blockers from work that depends on other work
- Get things done early; decide on more clear deadlines with better breakdown
- Technical blockers:
  - Missing middleware
  - RESTful APIs
  - Reactivity
  - Quality of code
- Picking up the work if deadlines are missed:
  - Talking transparent about it
  - Talking to professors
  - Talk about the future, how it's distributed next week
  - Taking bigger role in the final project
- No search bar: hard to search for deeds
  - Filtering/sorting adequately replaces search bar since there's variability in the deed
  - Better to sort/filter by attributes (e.g. difficulty, hours, kudos)
- We could decide on amount of kudos:
  - Start with monthly/ 2 week thing
  - You continue past semester, you see amount of kudos generation and adjust but for now, start with monthly/2 week thing
- Phone verification is out of scope -- it's cool but it something you should do after this semester
- Negotiation of deeds creates too much back and forth. Feedback system handles cases where difficulty did not accurately reflect the deed.
- Scope of project we could just have set rewards -- very simple in the app store. "This government agency will send you this train ticket"
  - Creating rewards you don't have to do
- Don't worry too much if you can't get to the coupon thing in the checkout