

HelpLoop

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Turning Everyday Help into a Rewarding Experience

HelpLoop is a gamified mobile application that connects people who need quick assistance with everyday tasks to helpers within the community. The app rewards participation through XP, credits, challenges, and team-based activities, creating a supportive and engaging experience while also encouraging users to give back through community donations and fundraising goals.

Team Members:

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Course and Section:

CSIS 3375 - 001

Team Lead:

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Introduction

- Describe the app
HelpLoop is a gamified community-based mobile application that aims to assist users in accomplishing small and time-bound tasks such as study help, technical support, writing assistance, housework, or everyday help. Users can share tasks, search for available requests and help others in return for credits and experience points (XP). To keep users motivated, HelpLoop integrates gaming features such as levels, badges, daily challenges, streaks, spin wheels, and team competitions. Users can also donate earned credits toward shared fundraising goals, such as student support funds or community causes.
- How is it novel ?
The novelty in HelpLoop is that it combines a task marketplace with a gaming platform. Here, the user can level up, earn badges, complete daily challenges, spin the reward wheel, and be part of a team. This also includes donations of credits and fundraising events. This is a fun experience for the user instead of just providing help.
- What is the transformative experience for the user ?
HelpLoop turns everyday problem-solving into a rewarding journey. Users earn reputation, level up, unlock badges, and join teams - gaining credits, XP, and a sense of progress while helping others.
- Motto for app
 - “Help more, Earn more and Grow together”

Background Research

- What are the market competitor apps?

- TaskRabbit: Primarily focused on paid household and professional work. Gamification and engagement are absent.
- Upwork/Fiverr: Primarily focused on freelancers and long-term work. It is not suitable for short-term help.
- Craigslist: Offers task posting but lacks trust and engagement features and user progression.
- What are the market inspiration apps?
 - Duolingo: Uses XP, streaks, and badges to keep users engaged.
 - Habitica: Turns productivity into a game with levels and rewards.
 - Discord Communities: Inspire social interaction and team-based participation.

PACT Framework

- People:
 - Students / individuals needing quick assistance (writing, technical, household etc.)
 - Users who enjoy helping others
 - Casual users motivated by rewards and challenges
- Activity:
 - Posting and completing tasks
 - Earn XP and credits
 - Participating in challenges
 - Joining teams
 - Tracking personal progress
- Context:
 - Can be accessed anywhere (on campus, at home or during free time)
 - Short sessions focused on fast task completion

- Technology:
 - Figma

Value Proposition

HelpLoop is a gamified micro-help platform that delivers fast, affordable micro-help while turning participation into progress. Users solve real problems in minutes, earn XP, credits, and badges, and build trust through verified tasks. By separating XP (progress) from credits (economy), HelpLoop ensures fairness, engagement, and a sustainable community.

Project Contract

- Team Communication:
 - Meet once per week (Online / in person)
 - Daily updates through Whatsapp for progress tracking.
- Decision Making:
 - All major designs and functionality designs need group agreements.
 - Team lead ensures timely submission and manages GitHub repository.
- Conflict Resolution:
 - Members address issues in team chat first, only unresolved issues discussed in meetings
 - Each member agrees to contribute equally to the project.
- Signatures of team members:

| | | |
|-------------------------|---------------------|-------------------|
| <i>Sehjalpreet Kaur</i> | <i>Sungtae Kang</i> | <i>Mani Singh</i> |
|-------------------------|---------------------|-------------------|

Preliminary list of features:

- User authentication
- Task posting and browsing
- Categories (Study, Tech, Writing, Household, General)
- XP and leveling system
- Credit economy
- Daily spin wheel
- Badges and achievements
- Team mode with leaderboards
- Analytics dashboard
- Task review system
- Premium membership

AI Use Section

| AI Tool Name | Version, ACcount Type | Specific feature for which the AI tool was used |
|--------------|-----------------------|--|
| ChatGPT | GPT-4.1 / free | Proposal structuring, content refinement, grammar correction, and formatting assistance. |

Value Addition Beyond AI

The Team independently developed the app concept, features, structure, and design decisions. AI tools were used only to assist with clarity, organisation, and formatting. All intellectual and creative contributions were reviewed, refined, and finalized by the team.

Appendix:

Below is a summary of prompts used during the project planning phase:

- Design a credit and XP reward system for a task-based app.
- Explain team-based challenges and fundraising integration.

- Help draft proposal sections such as introduction and value proposition.

(Full conversation logs available upon request.)

Work Logs

Sehjalpreet Kaur

| Date | Hours | Description of work |
|--------------|-------|---|
| Jan 23, 2026 | 1.5 | Brainstorming app idea and core features |
| Jan 25, 2026 | 2 | Conducted background research and competitor analysis |
| Feb 01, 2026 | 1.5 | Organised proposal structure and coordinated team input |

Sungtae Kang

| Date | Hours | Description of work |
|--------------|-------|---|
| Jan 24, 2026 | 1.5 | Researched gamification concepts and inspiration apps |
| Jan 26, 2026 | 1 | Contributed to PACT and feature list |
| Jan 30, 2026 | 2 | Reviewed proposal content and provided feedback |

Mani Singh

| Date | Hours | Description of work |
|--------------|-------|---|
| Jan 24, 2026 | 1.5 | Helped define value proposition and app novelty |
| Jan 26, 2026 | 1 | Assisted with project contract and feature refinement |
| Jan 30, 2026 | 2 | Final proofreading and feedback of proposal |

Closing and References

Acknowledgement:

We would like to thank our instructor Prof. Padmapriya for guidance and feedback throughout the project ideation process. We appreciate the collaborative effort of all team members in developing and refining this project concept.

References:

- TaskRabbit. (n.d.). *TaskRabbit Canada*.
https://www.taskrabbit.ca/?utm_source=google_ads&utm_medium=social&utm_campaign=CA_Vancouver_Google_Search_Brand&utm_campaignID=17826798398&utm_adgroup=TaskRabbit_Broad&utm_adgroupID=139256084357&utm_term=taskrabbit&utm_creative=660820427509&utm_extensionid=&utm_target=kwd-25146543004&utmmetro=Vancouver&utm_category=Brand&utm_network=g&utm_locationid=9001507
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