

## **Gamification**

Link to NCR API:

[https://developer.ncrcloud.com/portals/dev-portal/api-explorer/details/8849/documentation?proxy=bsp-cnm-cdm&path=post\\_batch\\_export](https://developer.ncrcloud.com/portals/dev-portal/api-explorer/details/8849/documentation?proxy=bsp-cnm-cdm&path=post_batch_export)

Git Tutorial: <https://try.github.io/levels/1/challenges/1>

<https://docs.github.com/en/github/collaborating-with-issues-and-pull-requests/resolving-a-merge-conflict-using-the-command-line>

<https://github.com/yenchiah/project-website-template>

## **Problems:**

### **BlackRock**

ESG (Environmental Society and Government)

Create a website

probably use Tableau to data visualize

Draw in investors, educate people about investing sustainably

Investor Knowledge

UI/UX focused

### **Challenges**

We need data sets about investing to visualize them

Lack of investment knowledges S DR.

### **Anthem**

Help old people navigate through the internet

### **Challenges**

Not a very large problem in the world

### **Google Cloud**

Use Google Cloud the best

Google Maps:

Use this to with the NCR API, and use image recognition to send users to an in person store

Image recognition:

Find nutritional info about foods  
Use bar codes and add more

Translate languages in real time

## **Challenges**

Train the AI

## **Gamification:**

**Our goal is to keep customers coming back to the app every day**

Daily reward is a ticket for a raffle

Ticket number increases for consecutive viewings

Every month we choose a raffle winner from all the tickets

First time login bonus is a loot crate with stickers mailed to you

Login bonus include one month membership (some cycles)

Points for buying items and you can use points to buy random loot crates (csgo)

\$1 = 1 point

Exclusive items for premium users (exclusive items and better RNG rates)

Battle Pass

NCR Shop API usage in backend

-build out custom catalog

-designing front end in Figma

Website works

Prototype for app

NCR

Login Bonus/Calendar

3 tiers

1st tier jacket/hoodie

2nd tier shirt

3rd tier slides/sticker

Initial bunny click thingy

-loot crate

-- heavily weight towards the sticker

-- different tiers are membership, sticker, raffle tickets, hoodie, shirt,

Hoodie - 1/100,000

Shirt - 1/50,000

Membership - 1/50,000

Raffle Ticket (differing values - 1/1 - 1/5000  
Sticker - 1/1000

Loot Crate:

**Plan for tmrw:**

Intermediate Figma 10:00am

UI 5:00pm

Web Development 5:00pm

**Goals:**

Working website

Prototype for an app

Acropolis font