

Project, phase 2

Olivier Liechti
AMT

heig-vd

Haute Ecole d'Ingénierie et de Gestion
du Canton de Vaud

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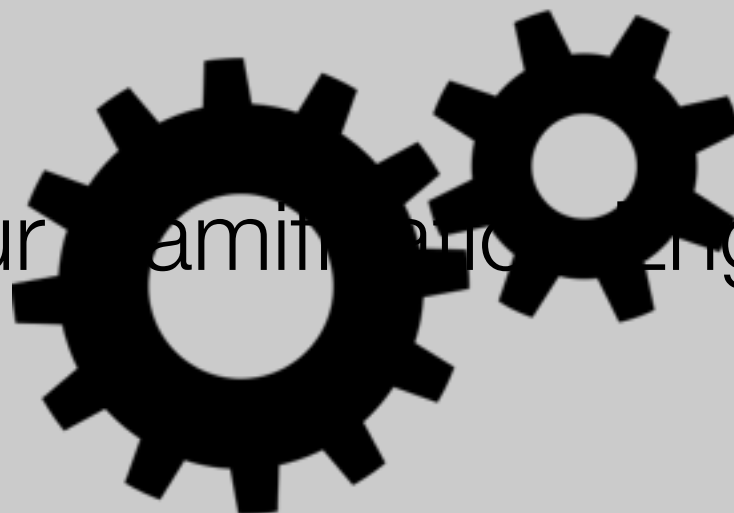
Your Gamification Engine

/events/



2

Your family and engine





3

/users/4/badges, etc.

Your Gamification Engine

Today's agenda

- **09.10 - 10.15**

- Read the specifications for phase 2.
- If you don't know what gamification features you could implement, have a look at your **Stackoverflow.com** user page.
- Create **3 visual mockups** for the widgets that you want your customers to display in their UI (Stackoverflow could be your customer).
- Create a diagram, showing the **domain model entities** that are necessary to manage the information for the three widgets. The diagram should be an extension of the domain model implemented during phase 1.
- Create a diagram, where you show the list of **REST endpoints** that you will need to implement.
- Put all of that in a PowerPoint or Keynote presentation, generate a PDF and upload it in Cyberlearn (everyone).

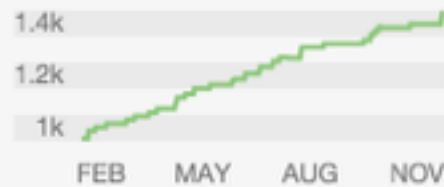
REPUTATION

1,383

top 16% this month

Top tag

glassfish



Next privilege 1,500 Rep.

Create new tags

BADGES

7

Newest

Self-Learner

16

Next badge 0/1

Custodian

IMPACT

~321k people reached

0 posts edited

0 helpful flags

149 votes cast

1,383 Reputation

[post](#) [time](#) [graph](#)

10 ▼ 2 days ago

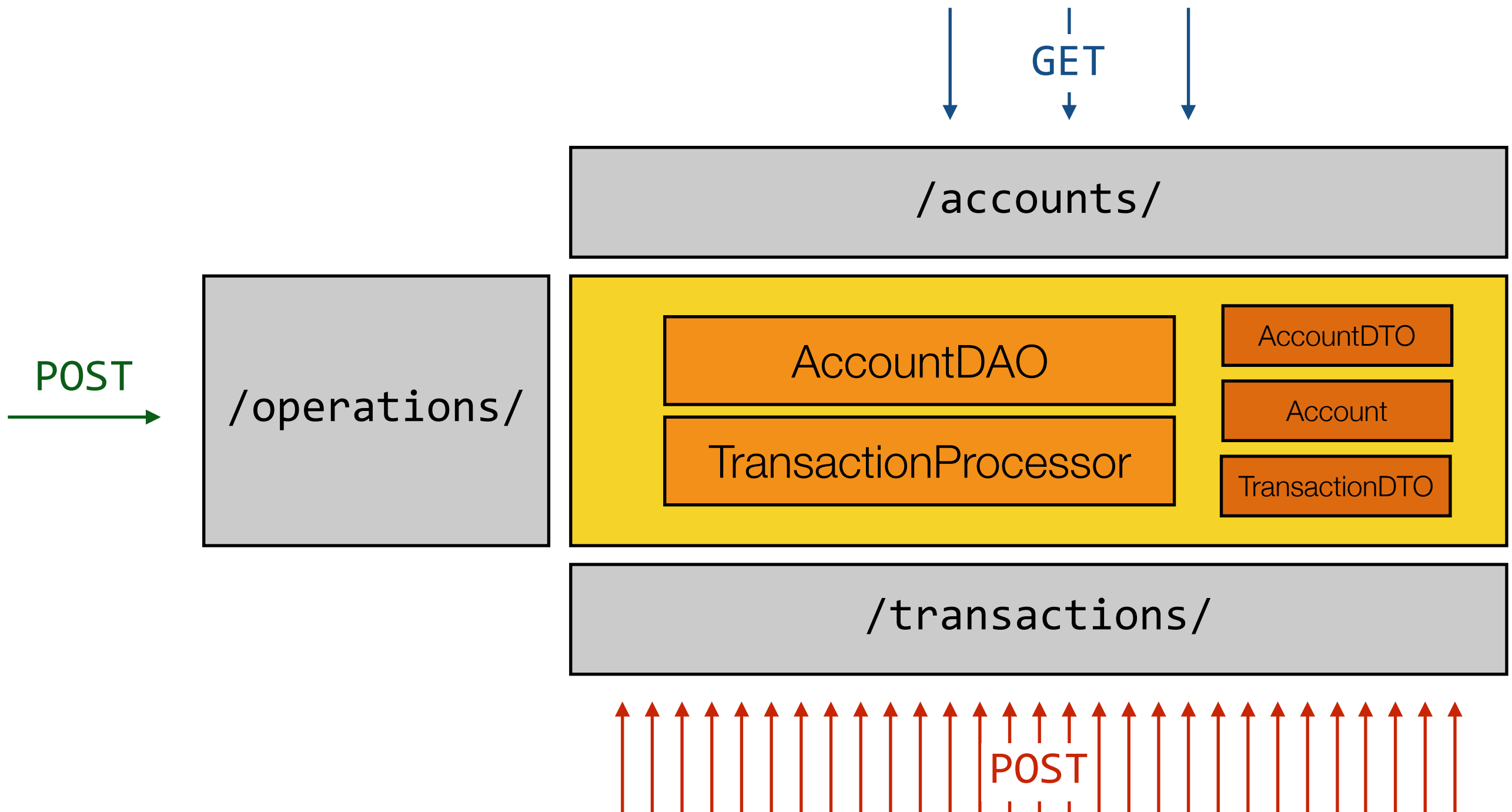
+10 05:01 upvote [What is dependency injection?](#)

20 ▼ Nov 3

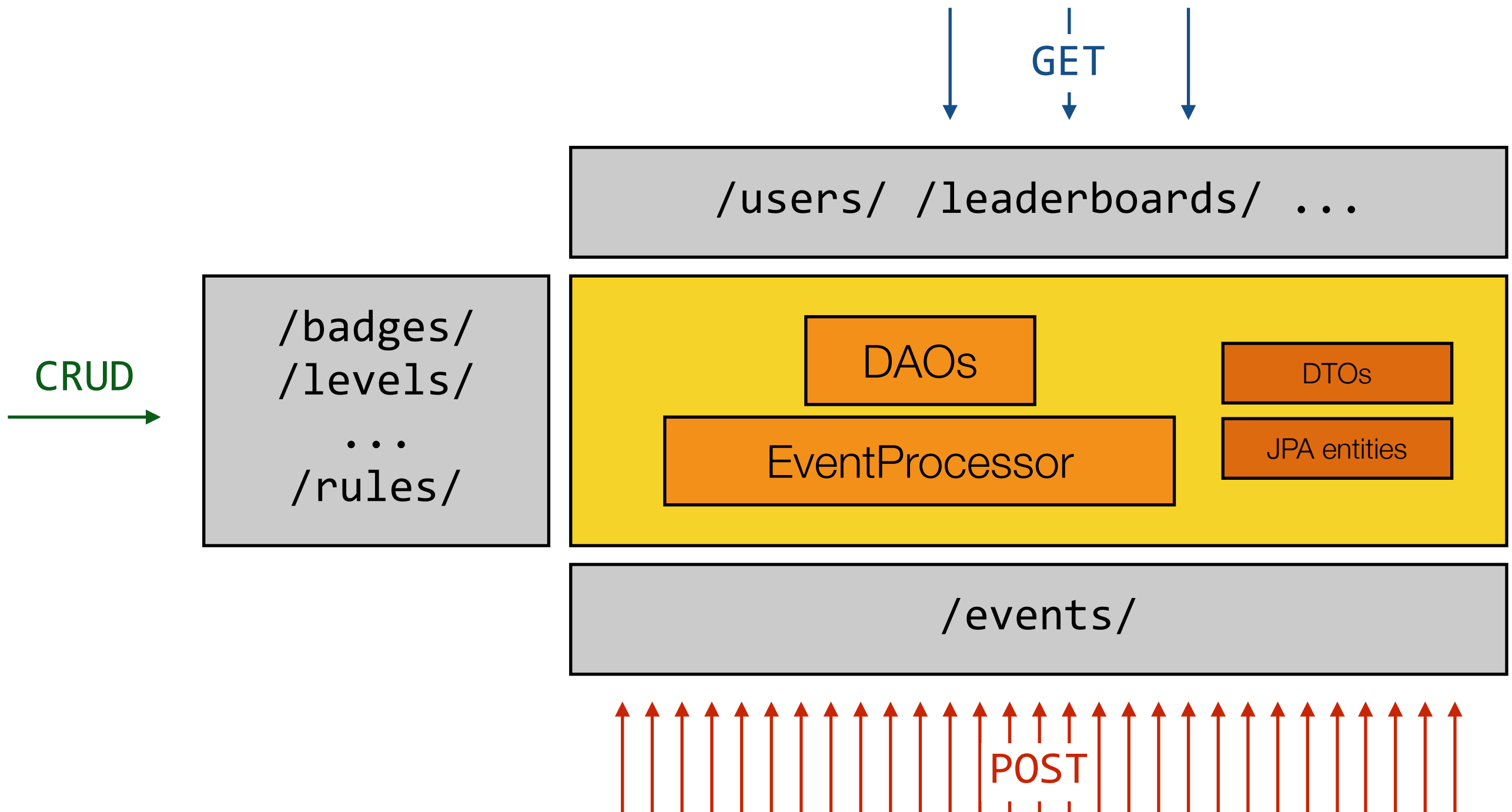
+20 18:42 2 events ▶ [What is dependency injection?](#)

10 ▼ Oct 3

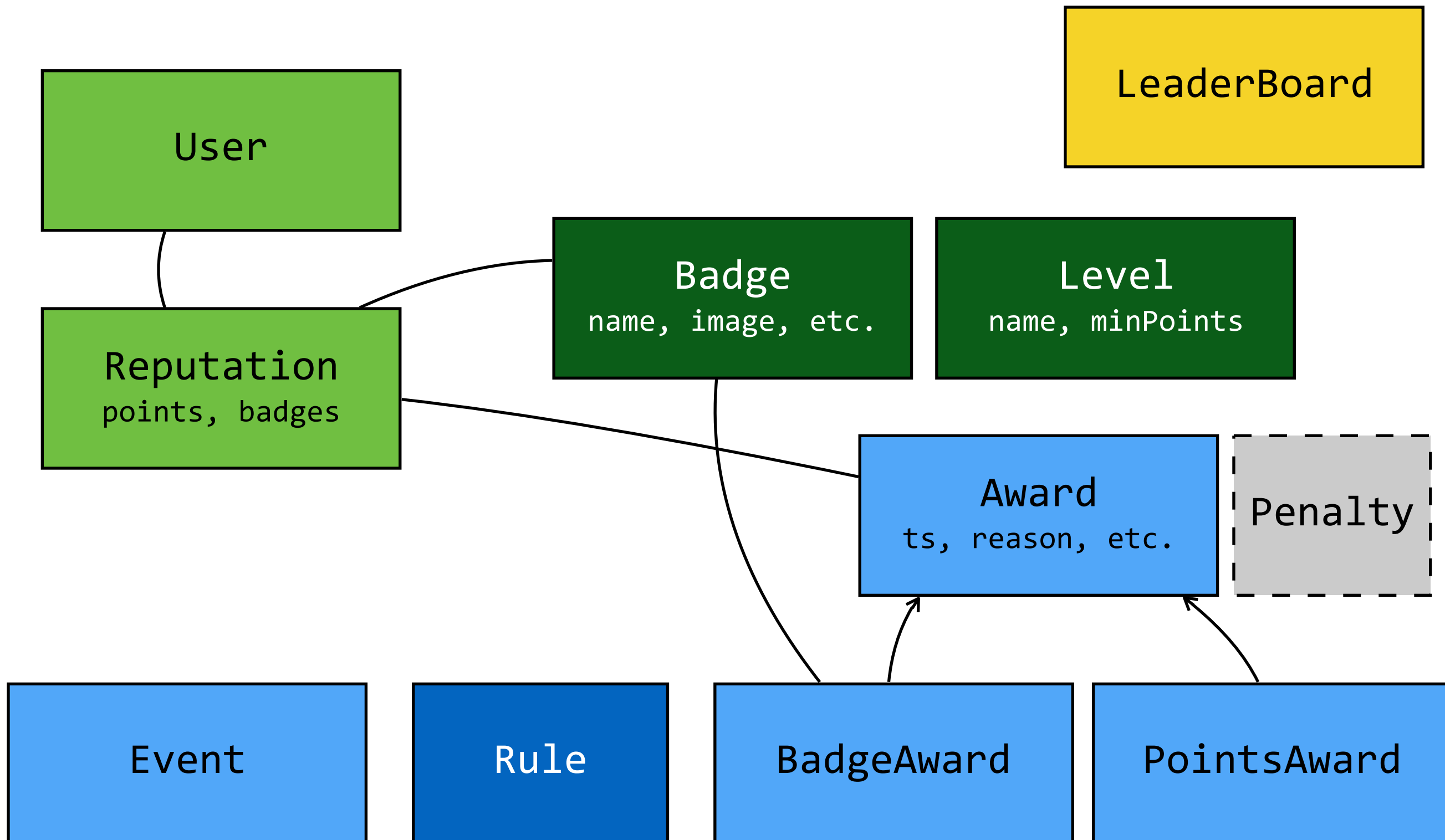
What we have seen in class



How you will apply it to the project



How you will apply it to the project



Status and next steps (1)

- **Assumptions:**

- You have specified and implemented the REST APIs for managing the core gamification elements (badges, levels or your own ideas).
- You are now able to use JAX-RS.
- You have studied the project presented in class (transactions)

- **Validation:**

- Who is not sure about choices made in the REST API design (e.g. POST vs PUT, structure of URLs, etc.)?
- If you give us a pointer to your API documentation, we can give you feedback (or come and get us)

Status and next steps (2)

- **Next questions:**

- How will you design the REST API to POST events?
- How will you design and implement the “event processing service”?
- How will you update the state of users when events are posted by gamified applications?
- How will you make your system configurable (by the developers of the gamified applications)?
- How will you validate that points and badges are not lost (in the case of concurrent updates)?
- How will you do a demo of your platform at the end of the phase?