03

UI/UXGAMIFICATION

Gamification is not so inn in any comapny but makes a good impact on clients and in comapny as well.

Gamification describes the incentivisation of people's engagement in non-game contexts and activities by using game-style mechanics. Gamification leverages people's natural tendencies for competition, achievement, collaboration, and charity.

Gamification

App User flow

Login and Signup

Launch/Onboarding screen of app.



Home and Menu

It contains profile and statistics of each respective memeber of the app.



Share Flow

It contains the information regarding sharing of the food.



Redeem Flow

It contains the step by step redeem process of member's reward.



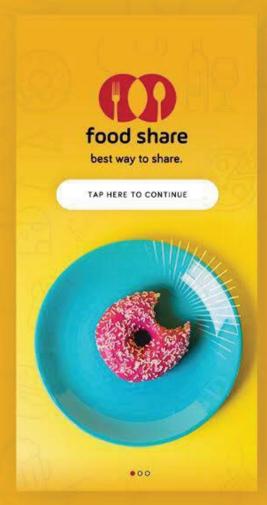
Mission of "Food share" is to stop the food wastage. Food Share provides the service that revolves around the concept of "donating leftover meals to the needy people".

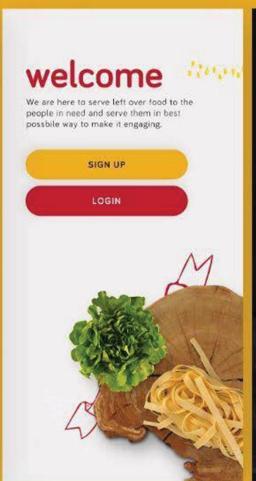
Its mechanism and apparatus is based on gamified system, in which people become the memeber of "foodshare" society.

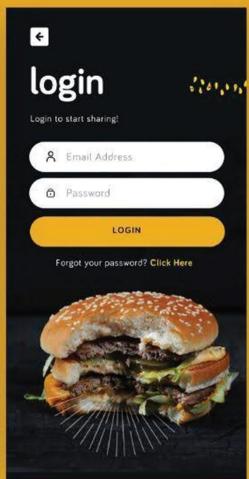
Eman's Portfolio

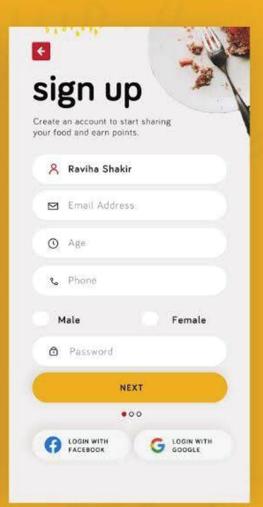
Login and Sign Up





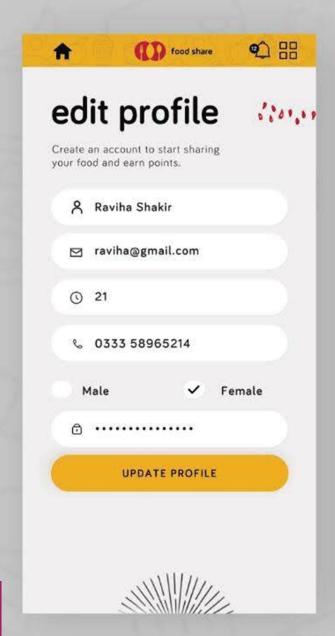


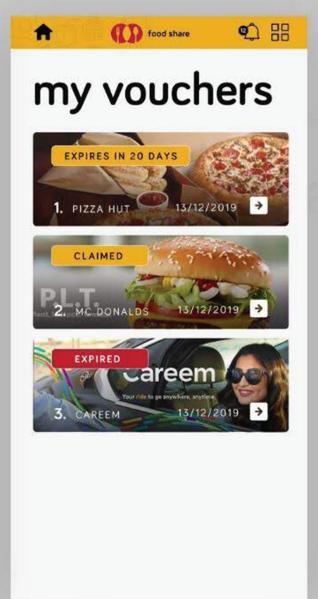


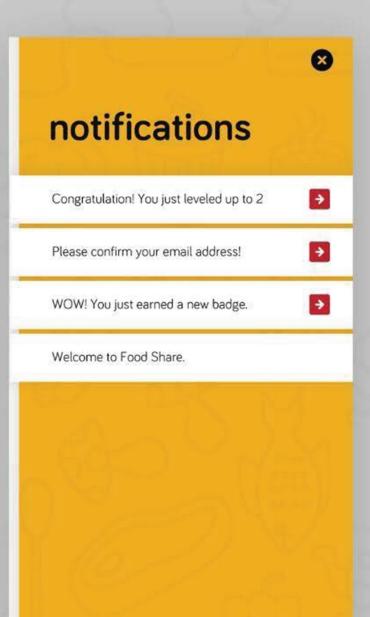


Home and Menu



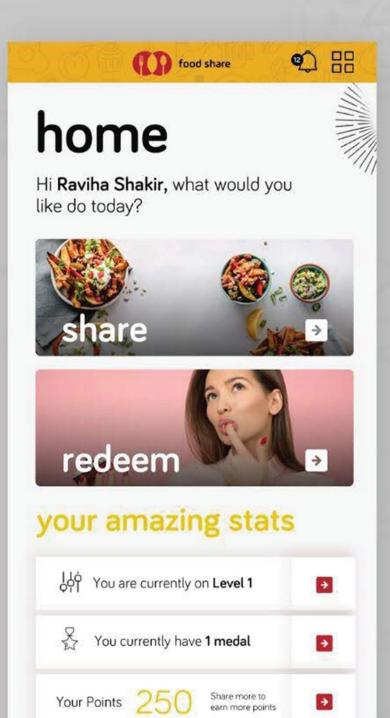




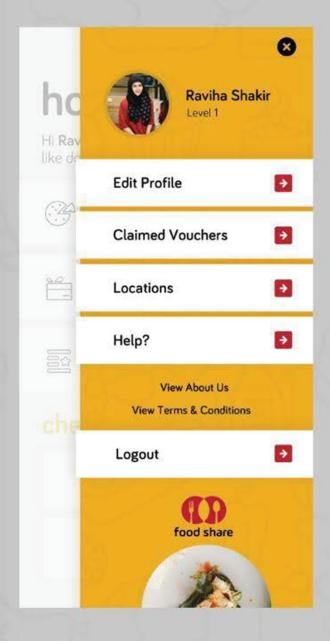


food share

Home and Menu



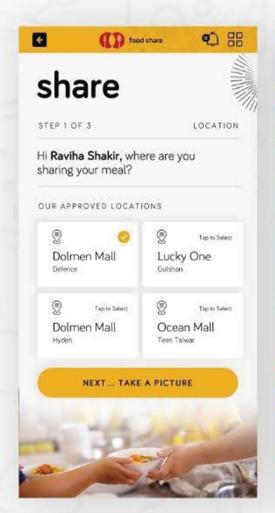


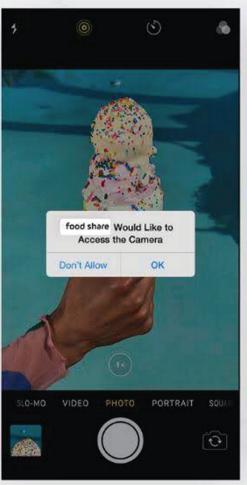


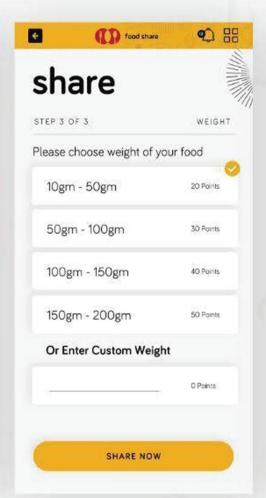
Eman's Portfolio

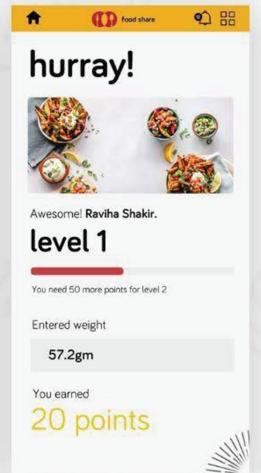
Share Flow





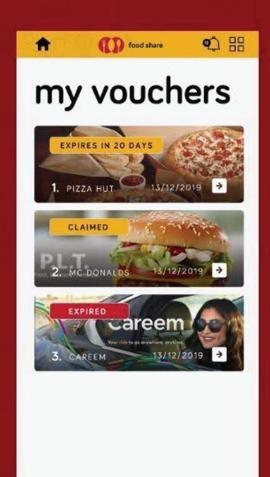


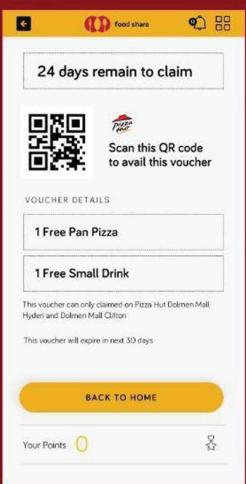




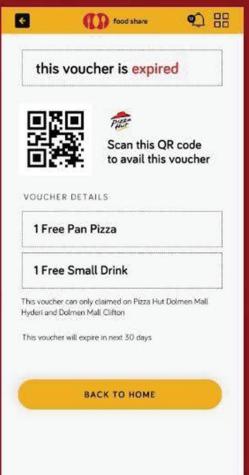
Vouchers





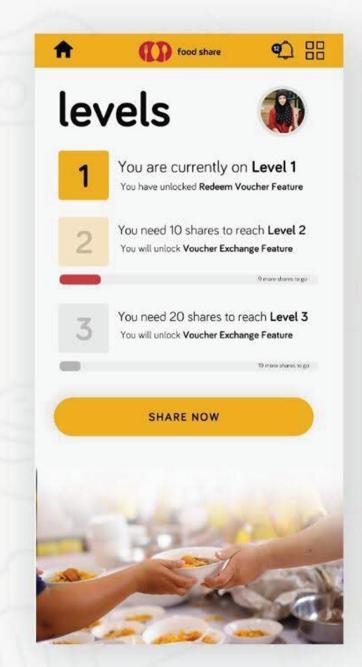


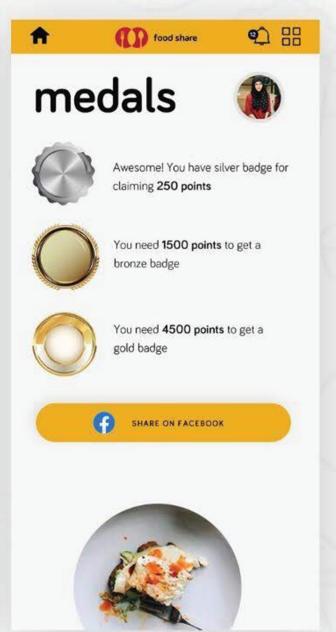




Levels and Badges







Redeem Flow



