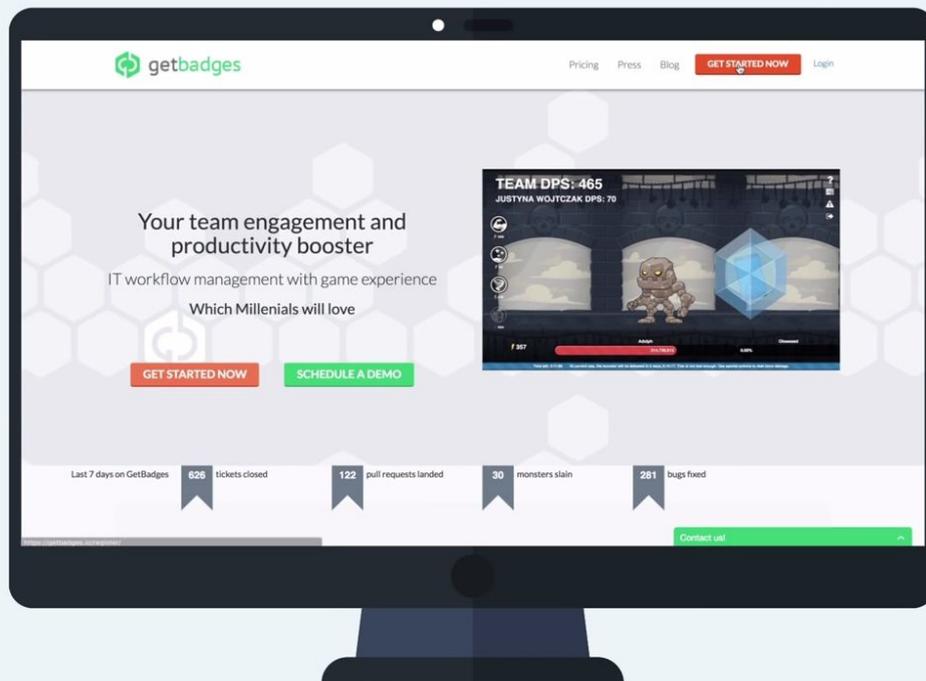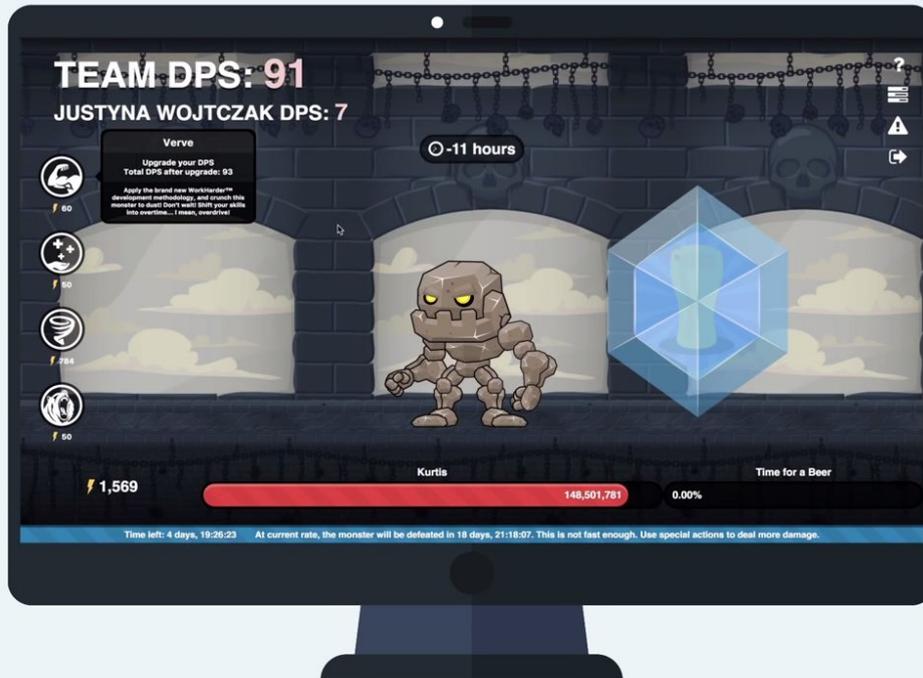# getbadges

The GetBadges platform turns your work into play

Make smaller commits. Track the quality of your code. Make sure your tasks succeed with complete and correct results. These practices are embedded in the rules of our gameplay. Playing by them doesn't simply reward you with badges, but helps you become a better programmer and team member.

Dungeon module – taking teamwork to the next level

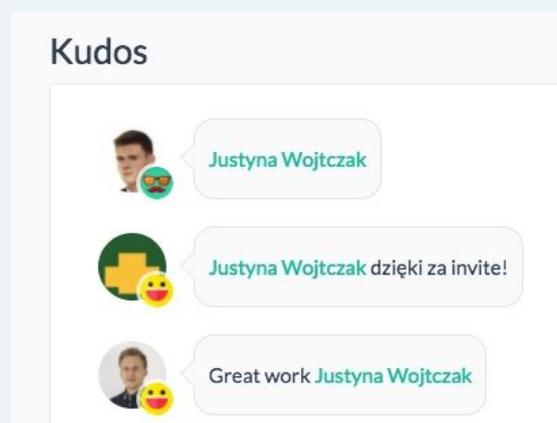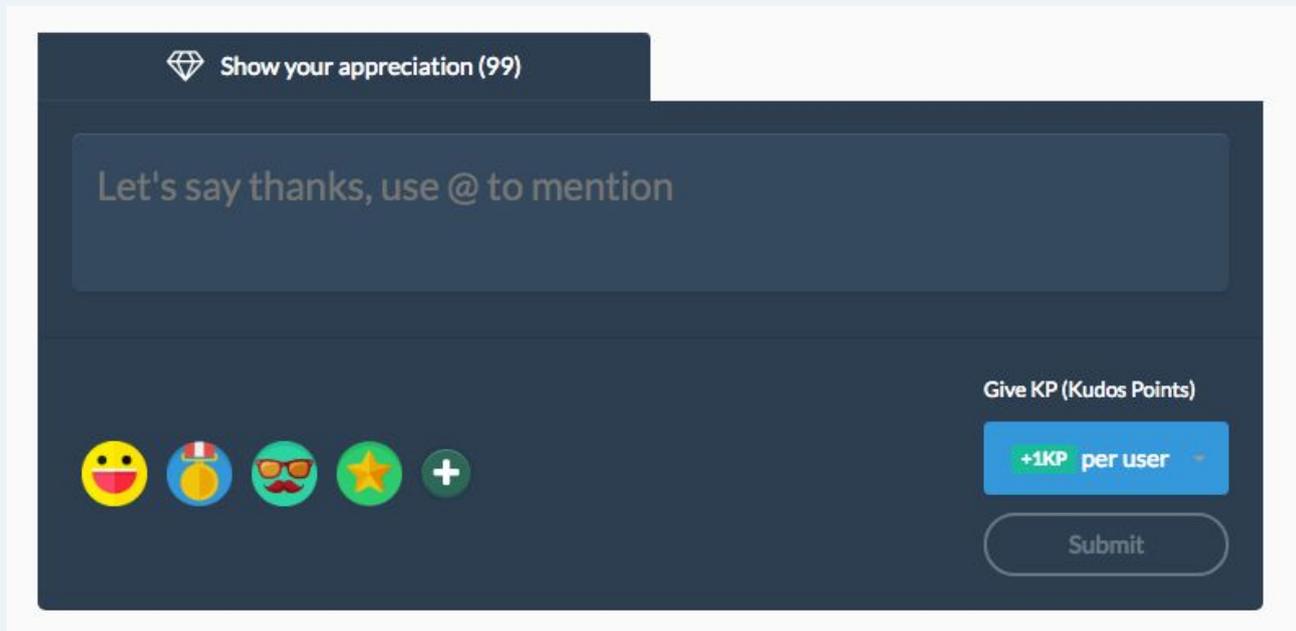Monster slaying may seem arbitrary, but not if it's part of a weekly sprint!

"You enter the dungeon and you feel the rush of adrenaline. In the distance there is an artefact, trapped in a crystal. Suddenly, a monster springs up and blocks your way. It doesn't look like you can beat it and get to the treasure on your own. Your enemy is too strong. You need teamwork, and your team is right here, standing next to you.

Use power-ups to multiply your hit power. Or – aid your friends with adrenaline you don't need any. Would you rather improve your Battle Cry, or your Verve? And these aren't even all your options.

Be quick. Another monster will arrive next Friday evening. Watch for accidental bursts of negative energy, too! Can you break the crystal and free the artefact on time?"

Kudos module – give thanks and show gratitude!

Programming isn't just pushing code to repository. There are many activities you can't measure using your development tools. How about pair programming with an experienced team mate? Or a successful standup meeting, or retrospective? These things matter, so say it out loud and award kudos to someone who deserved it. Your recipient will appreciate it, especially when your team uses Slack!

☝ Each month you have a pool of 100 Kudos Points (KP) to give out. Consider whom you want to surprise, or single out.

☝ You can give kudos to a group! Just '@' more than one person :). This is especially useful when there are several people on the team who contributed to your success. Teamwork deserves appreciation!

Your profile

Your profile describes you to other GetBadges players. You can set your picture using gravatar.com. You can also set your nickname.

The profile contains some useful information:

Level:

This is a measure of your progress in the game. Each new level is harder to reach than the last. You will gather experience points (XP) faster if you keep finding new badges. When you reach level 4, you will gain ability to chose your favourite guild and join it.

Last activities:

This is a list of the last fifteen things you've done. It gives you quick access to your most recent contributions.
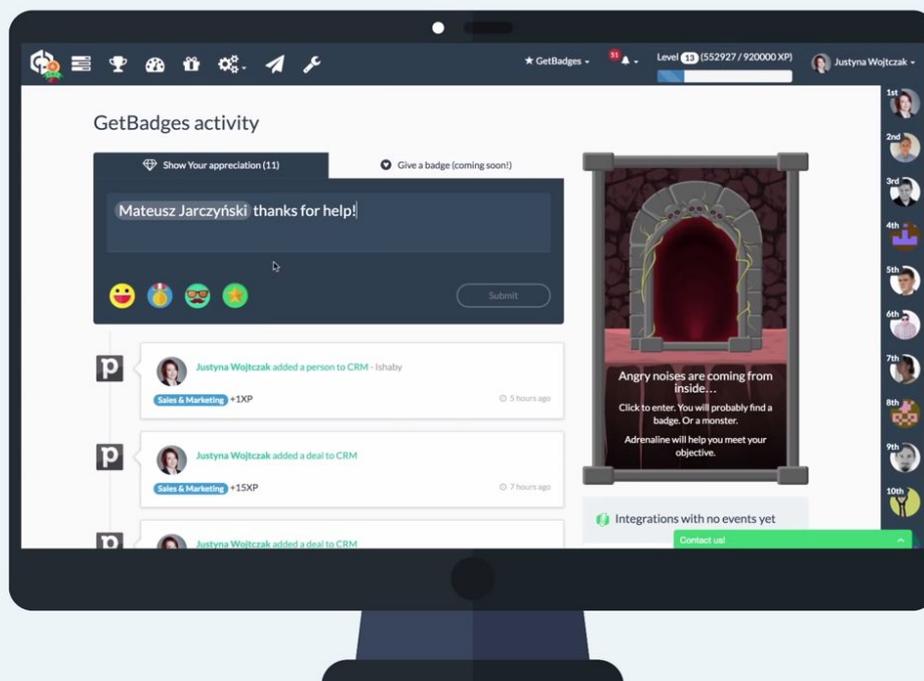
Distribution wheel:

Everyone has different responsibilities. A quick glance at the activity wheel helps you see what's been on your agenda that week. Was it a week of bug fixing, or an intense coding session?

Your profile also shows kudos you've received and your progress in gaining activity badges. Some badges have multiple levels. Click a badge to view its history.

Activity module

Activity module is a simple Facebook-esque wall that displays recent developments in your company. You can like and comment entries, and their owner will be notified. You can filter out in-game events and keep just the notifications coming from tools. This view helps you quickly see who made the most recent build in a project, gained a new level or got a badge.

☞ Have at least ten activities in one day and see just how quickly your experience points build up.

☞ Closing tasks gives you bonus points. :)

☞ Watch out for failed builds!

Best practices

➔ Work as a team rather than in separation. It's a good habit that pays off.

➔ Focus on improving your own stats. Don't race against others.

➔ Small commits are not a fad. They help your team to better manage the code:

◆ The code becomes more logical and easier to read

◆ The code repository is more up to date

◆ Rolling back, should it be necessary, becomes much easier

◆ When using continuous integration, you can catch bugs much faster

➔ Split bigger tasks into subtasks and track each of those separately in your project management tools. As a programmer, take care of each task so that QA doesn't have to reopen it.

Is GetBadges missing support for a tool you're using? Let us know: support@getbadges.io

Got ideas how GetBadges could work better in your company?
Contact Justyna directly: justyna.wojtczak@getbadges.io

We welcome your input!