

GamifiedApp's Design Stack

Strategy

A decentralized eCommerce ad-based Market acquisition of reinforcement leaned clusters bottom-up output of C2C Narratives, as supply chains are users extended to B2Cs with unsupervised top-down input of GamifiedApp's activation with blockchain protocols that are for database management containers of supervised A/B transactions, a Missing Middle is for B2B benefits of a P2P message brokerage and API that cleans and normalizes with Machine Artificial Intelligence to buy, sell and trade with Smart Contracts, Tokens and digital currency.

Users:

People looking for free stuff, promotions.

Goals:

Conditional input connections of programmatic output on C2C intersect.

Scope

- Input Box.
- Home Page.
- User profile.
- Output clusters.
- P2P message.
- C2C Narrative
- Buy, Sell, Trade
- Containers.
- Digital transactions.
- Admin functionality
- Errors.
- Data management.

Structure

Homepage has user profile in upper left, cluster of content in rows and columns mid page that scrolls. P2P message brokerage and C2C real-time narrative above that.

Skeleton

Wikilink of Pintrist of a WeChat.

Surface

Cluster reinforcement learn bottom up of acquisition from a top-down unsupervised input activation of GamifiedApp's supervised A/B output containers; Material Design of Interpersonal Communication's skeleton with Ethnographic Gamified CRM's Actor Network nodes.

- Sender—person conveying the message.
- Message—information conveyed (verbal and nonverbal).
- Receiver—the person receiving the message.
- Feedback—receiver communicates their understanding of the sender's message.
- Barrier—any interference with the expression or understanding of the message.