

App Design Document

GamifiedApp.com v1



By

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Project Description

User-behavior analysis of PaaS is for recursive machine learning as an AI's transportation theory awareness of ubiquity, as convergence technologies from user narratives, self-brand-overlap parameter files-shared, subclasses as an AI is for file-share as a Social Transmedia insight to residual leverage an IaaS.

Divesting Big Data monetizes analytic as gamifiable shopping experiences with an AI awareness of content sharing as its context;user conditions to connect from the why of what they want are for user how as SaaS B2B AR when.

STORY

Exposition

User access of Mobile game SpaceZ is from conditions that connect containers for B2B AR benefits;user enters search of GamifiedApp. Parameter parent is for child SaaS benefits.

Inciting Incident

Actor network places B2B for C2B AR implementation of Pareto Principle to Product Market Fit with ontological ethnographic paradoxical algorithms.

- Routine: adds connections to conditions.
- Reward: displays total conditions connected of AR when.

Rising Action

1. Containing x and y intersect with gamification convergence off user narratives - affiliates and marketplace: lists to B2B.

Climax

2. File-share option of gamifiable.com as knowledge based marketing for Social Transmedia.

- eMail.
- IM.

Falling Action

3. Cloud based ecosystems of gamifiable.com for "AnyUser.gamifiable.com" as Social Transmedia.

- Video, Pics - Data.
- eCommerce.

Resolution

Gamification as AI Awareness: conditions connecting qualitative what for its quantified how with AR when.

- Data visualization.
- Convergence: SaaS, PaaS, IaaS.
- Bottom up Top Down.
- Ubiquity.

- VR.
- IoT: Gamified Actor Networked AI.

DESIGN AND PATTERNS

(documentation)

Encapsulation

Gamification objects as actor networks will alter state by utilizing Pareto Principle, as the Prisoner's Dilemma as methods will utilize single unit calculation from a convergence of IoT, data as actor networks.

CRM algorithmic classes will be private with public options, so clients can access private variables and methods within ecosystems, yet implement private variables and methods too.

Abstraction

Objects of CRM and Gamification classes converge at data center for file share- e.g., Java collections to neural network:

1. AI.

- deep-learning4j.
 - NVIDIA.

Polymorphism

IaaS as bottom up, top SaaS and center PaaS convergence of interface for underlying forms is as a Social Transmedia, as an AI stops as its AR awareness for communities and its relations to nations.

- Python.

Inheritance

Prisoners Dilemma is resolved by CRM of users methods and variables; the parent class is inherited by B2B.

- Ethnographic Design.
- Self-brand Overlap.

Placing customers first, the child class uses method overriding to deliver user AR benefits.

- Ontological Paradox.
- Automatic Deployment Pipeline.
- Social Transmedia.

AARRR

Acquisition

With VR Mobile Gaming, SaaS - Gamification AR Marketplace AI, user can create and establish feedback with an AI that stops as AR awareness for communities and its relations to nations.

- Wikipedia.
- Apple.

Activation

User enters eMail for Deep Link B2B for AR B2C benefits.

Retention

GamifiedApp's messaging from B2B is the qualitative CRM for user quantified how.

When there are gamified rewards-based premiums, discounts, free stuff - promotions and product launches as fits, push notifications are for re-engagement by B2B advertising.

User ownership of gamifiable.com, e.g. "AnyUser.gamifiable.com" is as a disruptive file-share insight as Social Transmedia: convergence of SaaS, PaaS and the IaaS; users gamified file-share is for knowledge-based marketing with data that is uniquely theirs.

- Illuminati.
- Virtual goods/currencies.
- Preferences.
- Deep Links.

Referral

Algorithmic composition as advertising builds shareability for customers to know who the users are and what their new function campaigns are for:

- List integration.
- Incentive sharing.

Revenue

Placing customers first for user benefits is based upon %80 of gamification revenue is from %20 of gamified containers.

- Subscriptions.
- In-app transactions.
- Advertisement.

GamifiedApp drives product awareness, as features, virtual goods enhance mobile gamification experience.

Personalization of SaaS, PaaS and IaaS is an algorithmic composition of consumer insights.

- Updates.