

One of the things I love about coding is the simple logical basis that it is all built on. A lot of it can be boiled down to four simple words: If This Then That. If a condition is met, then do something.

There is obviously more to it than that. We have And, Or, Else, ElseIf, When etc, but the heart for me is If This Then That.

For example, in a game, you could have

- **IF** player presses a button (**THIS**) **THEN** make the player jump (**THAT**).
- In gamification, you could see **IF** user gets 500 points (**THIS**) **THEN** give user badge (**THAT**).

Of course, we can expand on that sort of logic with the operators I mentioned before.

- **IF** user gets 500 points **OR** user completes training level 3 **THEN** give user badge.
- **IF** user completes training level 4 **AND** gets 100% **THEN** unlock bonus training level.

You could increase the complexity of that last one to include an extra condition that talks about just completing level 4 without getting 100%

IF user completes training level 4 **AND** gets 100% **THEN** unlock bonus training level **ELSE IF** user completes training level 4 **THEN** give user 100 points.

As you can see, you can start to build up logical sentences using simple operators. Why am I telling you this, though? Well, because this is how my mind works. In fact, I have been known to speak to people in similar sentences! It helps to simplify some of the more complex parts of thinking and gamification. It is especially helpful when you are trying to figure out progression pathways, unlocks conditions, reward conditions and the like. Anything where a user action leads to the system doing something.

Try to simplify everything you can. *Perfectio in Simplicitate*

This blog has been verified by Rise: R4804fd35384d986f1d5698d24f9c39ba

Please wait...