



# CREATE A GAMIFIED WORLD OF YOUR COMPANY

ORGANIZE YOUR COMPANY

MAXIMIZE YOUR EARNINGS

MAKE IT FUN FOR YOUR EMPLOYEES

## CHALLENGE TO REACH A TARGET

$$\text{Profit Loss} = \text{Revenue} - \text{Expenses}$$

1 Create or join a company

2 Set a master target: How much profit must this company earn?

3 Create projects and Allocate the master target. This will bring you closer to earning profits.

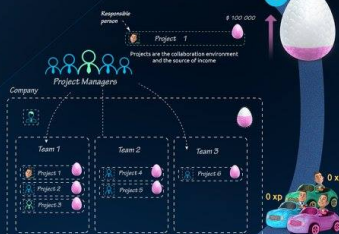
START

By 31 December 2017, \$1,000,000

**10 MASTER TARGET ACHIEVED**

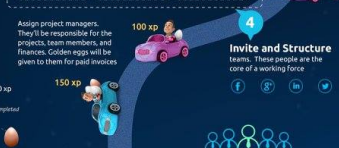
\$1,000,000

100,000 xp



**AWARDS**

- Reach a target on time: 10,000 xp
- Book a profit: 1,000 xp
- Complete a milestone on time: 500 xp
- Identifies a completed task: 10 xp
- Stands for a failure: fail



44,000 xp

40,000 xp

**5 Delegate and manage the workflow using Gantt Charts.** Approval Pulse tool and collaboration Feed.

Project 1

Task 1

Milestone

Task 2

Task 3

**Gantt** as a甘特图 helps to realize and control the dependencies among tasks, allocate and track rewards, add employees, attach files, and set deadlines by a simple click.



Master Target: Fully allocated

\$1,000,000 left to Earn

4,800 xp

**6 Invoice and book income** Project participants create value services and invoice counterparties for income.

6,000 xp

8,800 xp



**9 Managerial Accounting** Analyze and improve your company's cashflow and financial health.

Full Report

Cash Flow

Balance Sheet

Access real-time statements

32,000 xp



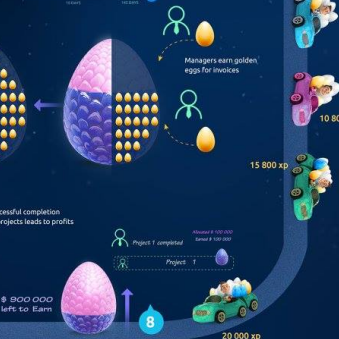
Successful completion of projects leads to profits

800,000 left to Earn

20,000 xp

Company

- CEO
- Team
- Team Leaders
- Project 1
- Project 2



**STATS AND LEADERBOARDS**  
You can compare user profiles to see rewards, amount of work done, and fails. This competitive system encourages extra effort and hard work.