**Game of giving**

SE-E-4

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Game of Giving (GOG) is a digital platform designed to promote continuous community volunteering, primarily among teenagers but also suitable for adults. The application connects users with diverse volunteering opportunities based on their interests—ranging from animal care to elderly assistance. By implementing gamification elements such as point systems, progress levels, and virtual rewards, GOG enhances motivation and user engagement. The platform also encourages consistent participation by offering a user-friendly interface and personalized task recommendations. Volunteer efforts are tracked and rewarded through a virtual store supported by municipalities, businesses, and donations. GOG aims to address the shortage of volunteers by making social contribution more accessible, enjoyable, and rewarding.

Keywords: community engagement, gamification, mongo db, motivation, react native, volunteering