

POTENTIAL V2+ IDEAS

This document presents a collection of features and ideas planned for future versions of Cuss Me, following the MVP. These enhancements and additions are aimed at further engaging users and expanding the app's functionality, including gamification, push notifications, and rewards.

Push Notification:

- When people enter a region of a different language, they get a cheeky push notification to tempt them to open the app. For example, entering Quebec: *"Are the francophones being sassy? We got your back in saucier French! C'est l'heure de sortir vos meilleurs mots."*
- We can send daily notifications for 'Word of the Day'.
- We can also implement other sorts of notifications like promotional notifications.

Gamification:

- **Roleplay Game**

- A mini game where we put the user in an imaginary scenario and rate their level of cuss words.
- For example: *"Your Tamil boss is pestering you for work. You're so annoyed, what do you say?"*
A.Naaye
B.Baadu
C.Thevidiya
We will then rate them based on their level with huge graphics like if they select option A, a text appears "MID". If they select option B, a text appears "BURN". If they select option C, a text appears "NUCLEAR"
- *Get a badge or title to use with their account name as they score more burn or nuclear in the game. For example, when they score 5 nuclear, they unlock a badge: Loose Lips, but when they keep earning more, they can unlock more badges like Mr. Potty Mouth, Heat Magnet, HR's nightmare, etc.*

- **Reward System**

- We can also reward the user with some virtual coins that they can eventually use in the app, maybe avatar? Or unlocking an audio playback for a word with a certain amount of coins without subscription. For example, 20 coins to unlock an audio playback. This will engage users to come back to the app even if they do not subscribe.
- The coins will be given for visiting the app daily, there can be a bonus for visiting 3 days in a row, etc.
- They can also receive more coins for collecting more badges by winning the above game.

Share:

- Prompting users to share the app with their friends.

App Rating:

- Prompting users to rate the app if they've been using it for a while.

Newsletter SignUp:

- Prompting them to sign up for a newsletter to send them seasonal offers and discounts.