

Rules management

We are going to see how easy and powerful is configure Jiraffe to implement your gamification strategy.

In the configuration section you have a list of default rules.

Configuration

Abilities Rules

In this section you can put the items that you want for each event, being able to penalize negative points. Every 500 points you level up. + Add rule

Issues rules

Name	Points	Ability	
An issue is assigned	1	Admin	
A user starts watching an issue	1	User	
A user stops watching an issue	1	User	
A user mentions another user on an issue	1	User	
An issue status change to closed (Jira classic)	10	Tester	
An issue is commented	1	User	
An issue's comment is deleted	-1	User	
An issue's comment is edited	1	User	
An issue is created	3	Admin	
An issue is deleted	-1	Admin	
An issue is moved	1	Admin	
An issue status change to reopend (Jira classic)	-1	Tester	
An issue status change to resolved (Jira classic)	5	Developer	
An issue is updated	1	Admin	

You can update those rules or create new one.

Configuration

Edit rule

General information

Name*

Description*

Trigger*

Select one type of trigger that has to be fulfilled

Ability

Points*

Condition type

To achieve points all condition added must be fulfilled

List of conditions

The name and description are important because this information will be showed to the user.

Each rule has a trigger, like create an issue or change the issue's status. This user action start a rule's condition validation.

Condiciones

Each rule can have many conditions that must be accomplished in order to earn the points. If a rule is without conditions, only with the event taking place the user will obtain the points, like the previous system.

But if you have conditions, all must be accomplished to get the points.

You can create a rule with many conditions of those types:

1. Value changes

With this option you can compare the previous and later value of a field modification. For example, if a priority field issue changes from Medium to Highest.

The fields for this configuration are:

- Field type: Issue, project or version
- Field: The field to compare
- Original value : It could be empty, but if a value is set, it will be compared with the new value.
- Operator: equals, contains or not equals.
- New value: If the original value is empty only will compare only if the field has changed to this value.

This condition is only for modification events. For example, if you configure it for a issue remove event (no modification field is done) the rule never will be executed.

2. JQL

Now it is possible to create conditions using JQL, the JIRA query system.

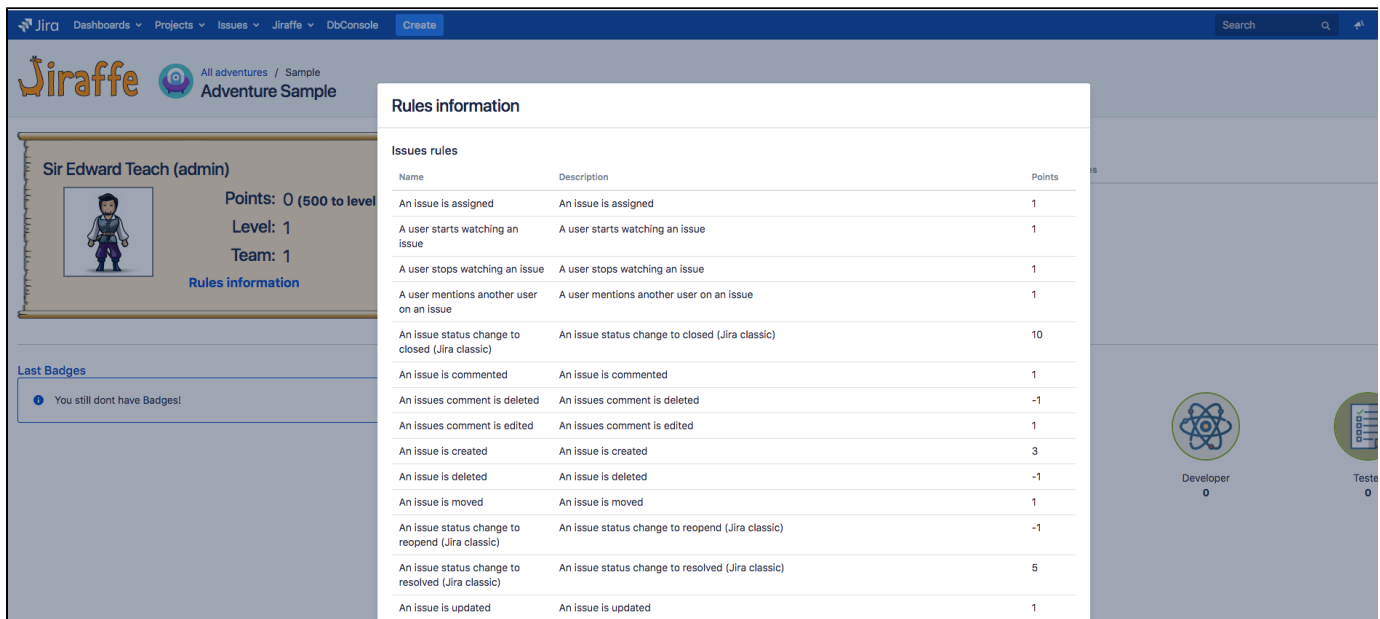
There is an option to add the issue/project/version key (related with the trigger) in the query automatically.

3. User of the action

Is the relation between the user of the action and the issue/version/project in the event execution. Keep in mind that:

- Assignee and reporter are related only with an issue.
- Project Lead: only available in issues and projects.

There is more information about the list of rules in the user section.



Name	Description	Points
An issue is assigned	An issue is assigned	1
A user starts watching an issue	A user starts watching an issue	1
A user stops watching an issue	A user stops watching an issue	1
A user mentions another user on an issue	A user mentions another user on an issue	1
An issue status change to closed (Jira classic)	An issue status change to closed (Jira classic)	10
An issue is commented	An issue is commented	1
An issue comment is deleted	An issue comment is deleted	-1
An issue comment is edited	An issue comment is edited	1
An issue is created	An issue is created	3
An issue is deleted	An issue is deleted	-1
An issue is moved	An issue is moved	1
An issue status change to reopen (Jira classic)	An issue status change to reopen (Jira classic)	-1
An issue status change to resolved (Jira classic)	An issue status change to resolved (Jira classic)	5
An issue is updated	An issue is updated	1