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(54) **REWARDING PLAYERS FOR COMPLETING TEAM CHALLENGES**

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(57) **ABSTRACT**
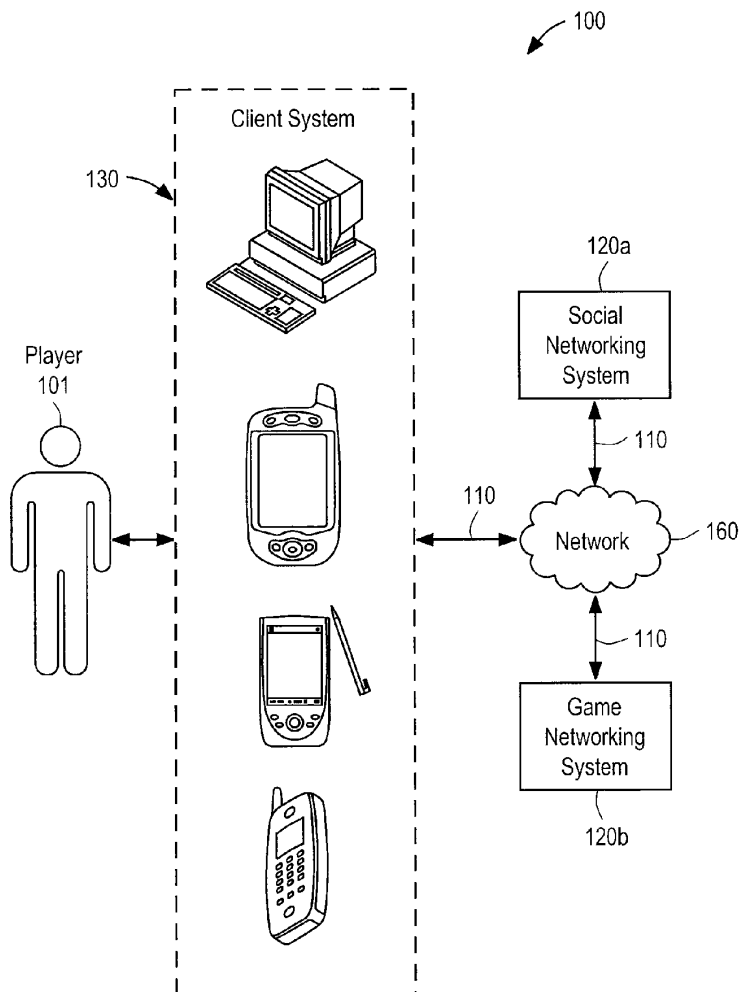
In a method of rewarding players for completing a team challenge, an initiation of a team challenge by a player of an online social game is detected. Based on an online social network of the player, an option for the friend of the player to participate in the team challenge is generated. A completion of the team challenge by the player and the friend of the player is detected. A reward is provided to at least one of the player and the friend of the player based on the detecting of the completion of the team challenge.

FIG. 1

FIG. 2

Game Networking System   120b

TEAM CHALLENGE MODULE   301

DEFINITION
MODULE
302

EXPOSURE
MODULE
304

DASHBOARD
MODULE
306

PARTICIPATION
MODULE
308

ACCESSING
MODULE
310

HELPER-LISTING
MODULE
312

HELPER-
SELECTION
MODULE
314

HELPER-
NOTIFICATION
MODULE
316

DETECTION
MODULE
320

REMINDER MODULE
318

REWARD MODULE
322

FIG. 3

400

| RECEIVE DEFINITIONS OF TEAM CHALLENGES | 402 |

| EXPOSE THE TEAM CHALLENGES TO PLAYERS | 404 |

| DISPLAY INFORMATION PERTAINING TO THE TEAM CHALLENGES | 406 |

| RECEIVE A REQUEST TO INITIATE OR HELP A BUDDY COMPLETE ONE OF THE TEAM CHALLENGES | 408 |

| ACCESS INFORMATION FROM A SOCIAL NETWORK | 410 |

| PROVIDE A SET OF BUDDIES BASED ON THE INFORMATION | 412 |

| RECEIVE A SELECTION OF ONE OR MORE HELPERS FROM THE SET OF BUDDIES | 414 |

| NOTIFY THE HELPERS OF THEIR SELECTION | 416 |

| REPEAT STEPS 408-416 FOR EACH OF THE HELPERS | 418 |

| DETECT WHETHER THE INITIATOR AND THE HELPERS HAVE COMPLETED THEIR RESPECTIVE PORTIONS OF THE TEAM CHALLENGE | 420 |

| PROVIDE A STATUS OF THE COMPLETION OF THE TEAM CHALLENGE TO THE INITIATORS AND HELPERS | 422 |

| PROVIDE REWARDS TO THE INITIATOR AND HELPERS BASED ON THE COMPLETION OF THE TEAM CHALLENGE | 424 |

FIG. 4

DOCKET ALARM
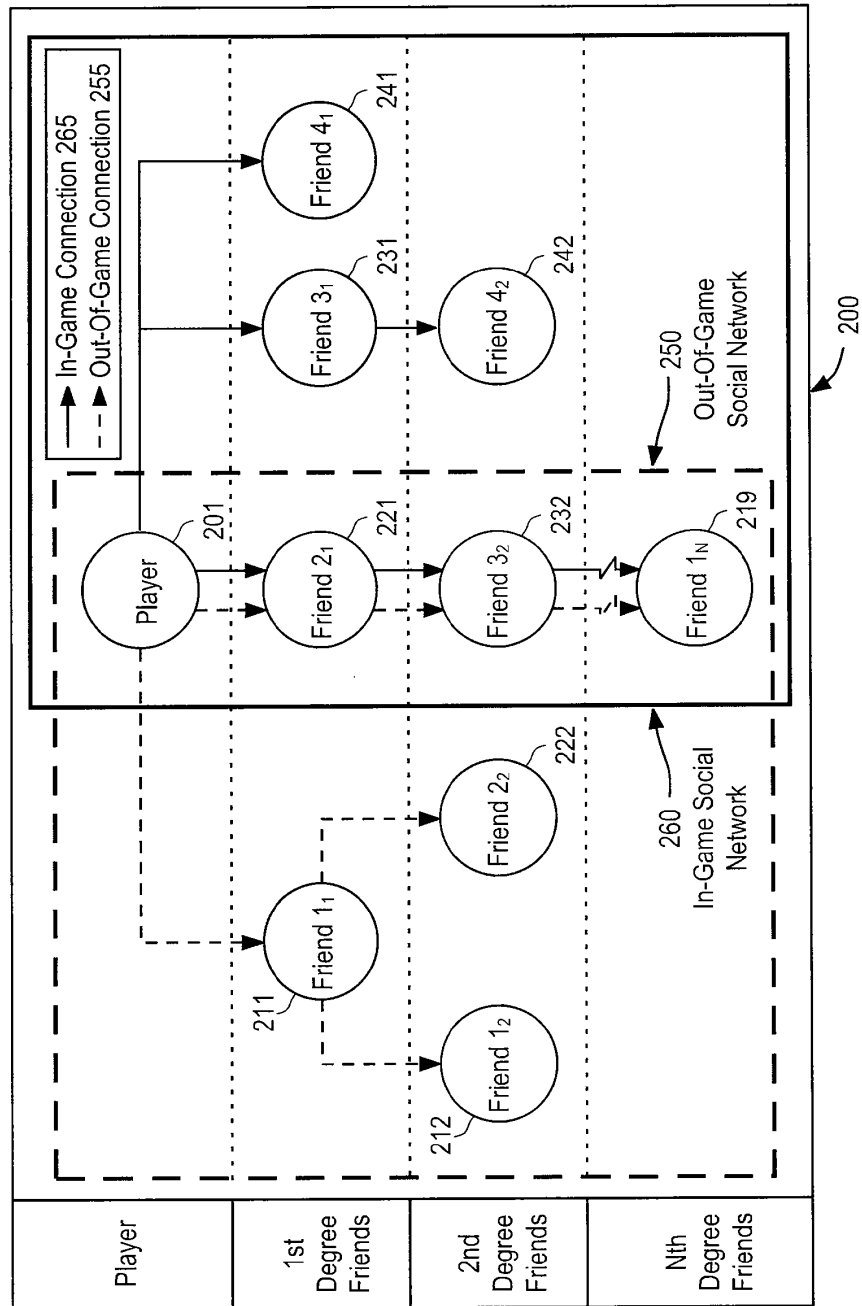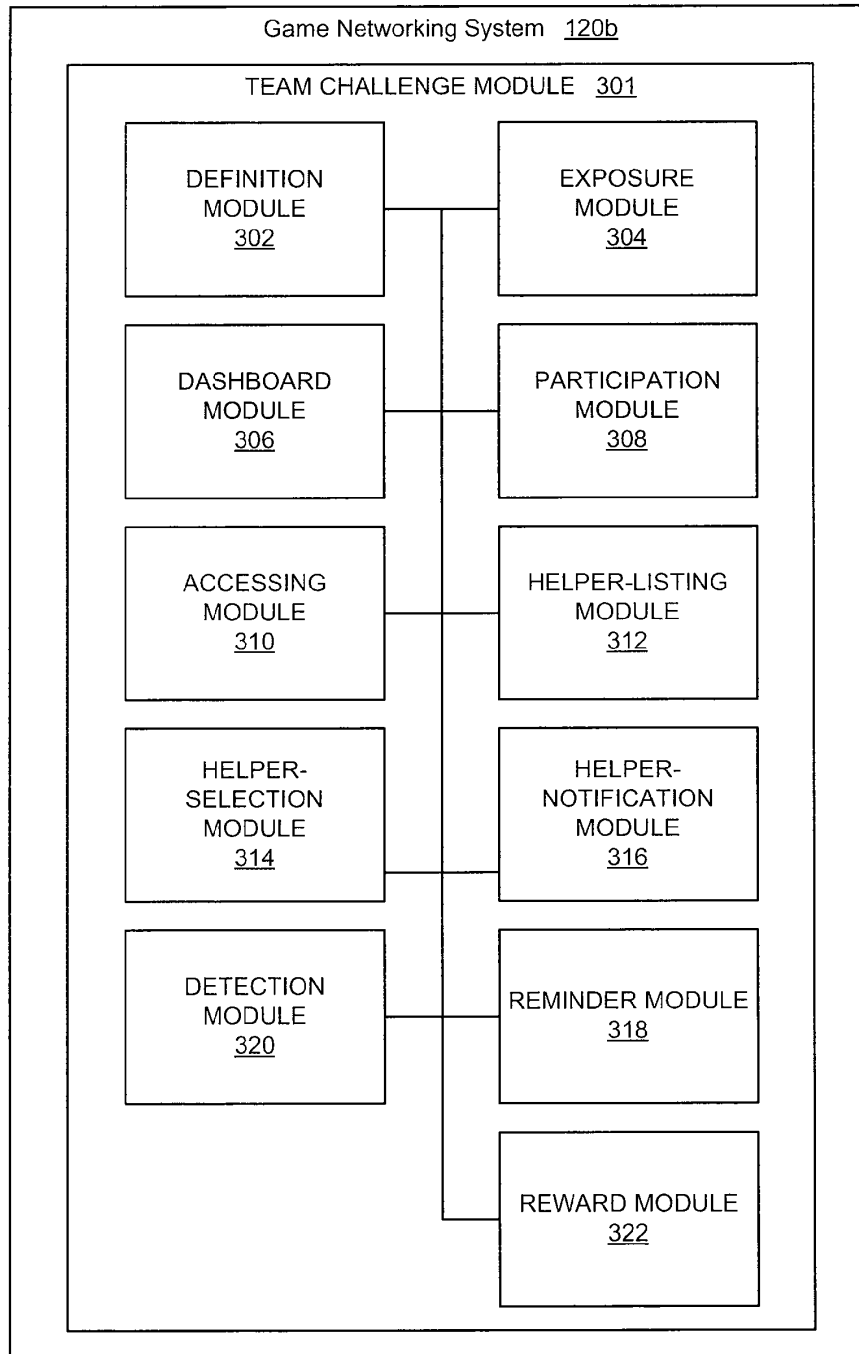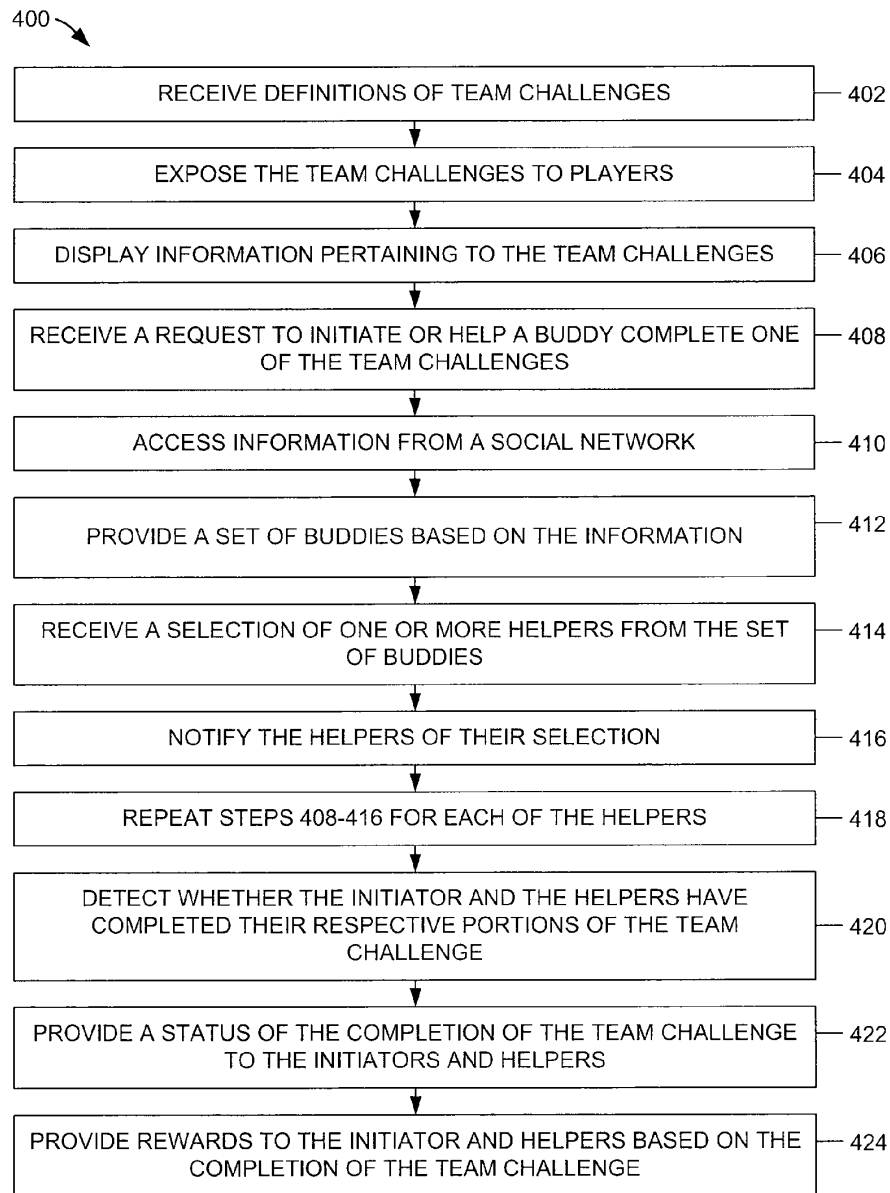
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