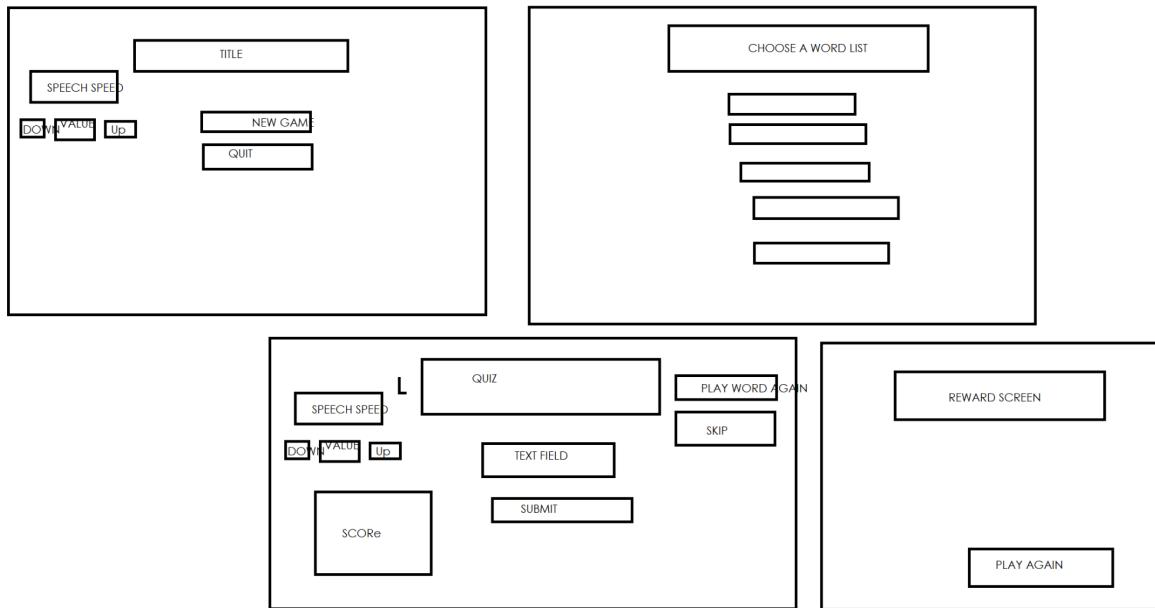


16/09 Group Meeting 1



The size of the Scene: 1200 * 900

Setting up the scenes that we need in our application.

- Setup: Reading the words from the wordlist and storing them in an array.
- Scene 1: Main menu with 4 buttons, increase, decrease speech speed, new game and quit
- Scene 2: Choose a word list
 - Generate 5 words in here and pass it to the quiz menu
- Scene 3: New quiz game, increase, decrease speech speed, score counter, textfield, submit word button, play word again button, skip word button
- Scene 4: Reward screen with play again button

Speech speed is changed with increase and decrease buttons on the main menu and quiz screen. It updates a static variable to be used when festival is needed to say a word during a quiz.

To do list before 17/09 night (All scenes visuals and layout)

- Bill, Main Page
- Lang, Quiz page
- Matthew, Wordlist & Reward page

17/09 Group Meeting 2

Putting all the scene (pages) together in a main file

Deciding “Choosing either synthetic speech control or adding new spelling words.”

Full Functionality:

- User clicks “New game” button
- Scene switches to “choose a word list” scene
- The word lists are stored as a java variable in the word list scene
- When a word list button is clicked, 5 random words are chosen from that list and passed as an array to the quiz scene
- We use a function to call festival to speak what we give it as input
- The main functionality of the quiz scene is a loop that checks for input twice and gives the second letter hint, the score is increased whenever a word is correct
- The reward scene is shown after the five words have been looped through
- Reward scene shows score, a message based on their score and a play again button that switches to the word list scene
- Reward scene also has a quit button

Options for reading the word lists:

Read all the files at the Main scene

Read a specific file in the WordList scene

Separation of work: meet up again Monday 20th 3/4pm

- Choosing a word list: Bill
- Speech speed and reward screen: Lang
- Submitting words, playing word again, skip and score: Matthew

Lists of things to be done/considered later

- Make the whole javafx scene look better
- Check if the word list for days of the week should be combined or not
- Fix up the reward scenes
- Speech speed on main page and quiz page
- How to write in maori for the quiz game?

22/09 Group Meeting 3

TODO before 24/09 8pm

Remove “-” between the words” - Lang

Score allocation - 1 mark for the word correct the first time without hints. 0.5 - Matthew

Make it look more visually appealing - Bill

Complete reward scene - Matthew

Save speech speed when closing the window - Lang

Have a button initiate the quiz so that the word isn't said before the scene is switched - Lang

Macron buttons - Lang

24/09 Group Meeting 4

Deciding final changes to be made

Adjusting the background colour

Fixing the buttons, labels and fields to be centered when the window is resized

Adjusting font to anything that looks better

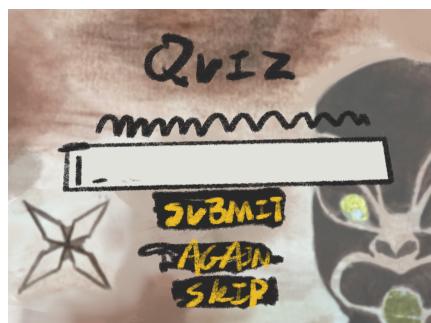
Don't submit word if text field is empty

Testing every combination of correct and wrong inputs to see if there are bugs

Presentation topics (design decisions):

1. Visual (Colour theme, Maori pattern background)
2. Start button after going to the quiz scene
3. Speech speed and the ability to keep user's setting after quitting
4. Macro buttons for the ability to type without setting up in linux settings
5. Reward System (Reward scene after playing the game)
6. Wordlist (How the wordlists are selected)

Background picture and final design of the quiz game



26/09 Group Meeting 5

Presentation topics:

1. Demonstration - Matthew (Start game, 1. first correct, 2. first wrong, hear again, hear again, second correct, 3. first wrong, hear again, second wrong, 4. Hear again, skip, 5. first wrong, skip)
2. Colour -Lang
3. Background -Lang
4. Start button -Lang
5. Speech speed -Lang
6. Macron buttons - Bill
7. Macron substitutions - Bill
8. Reward messages - Bill
9. Word list arrays - Bill
10. Workload fairness - Matthew

Slides written before Tuesday 28/09 class, edit after more details given on Tuesday

06/10 Group Meeting 6 - TODO by Saturday

The visual - Bill

- Text size to be increased
- On button click, add some sort of indicator

Pressing enter to submit word - Lang

Drop down list on main menu scene to select word list instead of a separate scene - Matthew [NEEDS CSS]

Putting word list name on quiz scene - Matthew

Rewards screen new button that can go through the same wordlist -Lang

Rewards screen a summary rather than a reward. Image trophy - Bill

- Medals for the higher scores, gold, silver, bronze
- Some other image for lower scores

The speech speed - Lang

0.5 0.75 1 1.25 1.5. 1.75 2

Delete the space after the word

daysOfTheWeek1List "Ngā Rā o te Wiki "

monthsOfTheYear1List "Ngā Marama o te Tau "

12/10 Group Meeting 7 - TODO by Sunday

- Practise module - Lang
 - New classes for every function without touching the quiz scene
 - Functionality
 - Don't want to
 - Choose a word list and all topics option on the practise scene, drop down disappears when start button is pressed
 - Unending practise until user clicks return to main menu
 - If the first attempt is wrong, add some of the letters in the word
 - Randomise the number of letters shown (always less than half and at least one) - Matthew
 - Decide which letters to show
 - If the second attempt is wrong, put up the answer
 - Have some method of quickly moving onto the next word. Eg use enter key.
 - The time taken to answer the questions (all 5 questions)
 - At the end of the game, the user is presented with a list of the words they were required to spell, with an indication of which words were spelt correctly, and which words were spelt incorrectly. (Mastered, faulted, failed) Changed to incorrect and correct.
 - Must give a clear indication of the number of letters of the word to be spelled (Underscores used to display word? Ngā Rā o te Wiki = _____ and reveal the letters when needed) - Matthew
 - Return to main menu on reward screen - Matthew
 - Return to main menu on quiz scene - Matthew
 - Spam protect on all buttons - time restriction of some sort

Low priority:

- Some form of scoring, so multiple users can compare their performance (score board or leaderboard?). Make the score more obvious on the reward screen.
- Have some sort of bonus points for scoring under a time threshold, e.g. double points for the word spelt under 10 seconds.
- Help on how to use the different features of the tool (Hover over buttons and/or user manual)
 - a hint button that you can show a pop-up window for hint messages
- Change the entire font to match the theme

17/10 Group Meeting 7 - TODO by

Practice - If the second attempt is wrong, put up the answer
One space between letter and two space between words
Not visible

there's code in the letter hint class and speaker class that's checking for hyphens
someone can remove those then

Helper method toward ot Quiz Scene

User manual

Read wordlist from files - Sort into arrays

Help page
-pop up scene
-help page scene

Target Audience: Elderly (>75)



SOFTENG 206 Assignment Three Team Agreement (Team 09)

Team members: Matthew Lai, Bill Wong, Lang Cheng

Date: 16/09/2021

Our Team Values are:

We want/want to learn:

Teamwork/ collaboration with colleagues

Working as a small team

Staying positive at all times

Only giving constructive feedback

Being on time for meetings

Do your assigned work before the next meeting

The times our team is available to work on Assignment Three are:

The coding part is due Friday (have 3 days for writing the report)

Every group member works approximately 15-20 hours.

Our team's agreements about communication are:

Due to lockdown, we use discord and messenger to communicate with each other.

We are holding online meetings on discord.

Our team's agreements about workload distribution and delivery are:

Everyone should put in their effort for their share of the workload.

Our team's policies on delivering status updates are:

We will communicate about the progress done during the online meetings to deliver on the assignment status.

We are using GitHub to track everyone's working

Our team's commitment to delivering feedback is:

We review our work during online meetings and give feedback.

Group members should be open to the feedback given and not take it personally. The person giving feedback should elaborate on the advice on what and how to improve.

Our team's policy on maintaining this agreement is:

Self-discipline

Revisit agreement and values before meetings

Peer review feedback depending on the contribution