



Project Status report

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Community (UN SDG goal):	Quality education and partnerships for the goals (4 & 17)
MVP #	1
Sprint cycle dates:	November 2 - 16, 2023

Project Name	SDG Guess Quest
Blurb	This project is a mobile application that combines the beloved 'Guess Who?' game format with the United Nations Sustainable Development Goals to educate and engage users in an interactive, fun, and educational experience while raising awareness about global sustainability challenges. In Canada, there is a significant gap in elementary school education regarding the sustainable development goals. In Saskatchewan, they are not being taught (besides basic concepts relating to the environment and decent work/economic growth). This app is made for students age 9-13 (grades 4-8) and will provide them an introduction into this topic. There are no changes to the project vision/why.
For Week Ending	November 16, 2023
Project Status	Green
Status Description	Although certain aspects have been pushed back to MVP2, the rate at which I have developed the software has increased which will continue to keep the project in the green even though it is currently just on the edge of green-yellow right now. Game functionality is currently working. Additionally features relating to knowledge management and user experience will be added as well as online gameplay.

Activities—During the past sprint cycle

- Added game start screen
- Added UI for the gameplay
- Created SDG representation images
- Added classes/data models for cards & created 20 instances for each
- Added "pass and play" game functionality including selecting a card, flipping cards, turn switching, asking questions, responding to questions, screen hiding, and guessing the card.

Project Issues

- Minor bug fixes relating to UI must be made
- MVP changes resulting in online game play and gamification being pushed back

Project Changes

- MVP scope changed: The decision to have pass and play over the 'join game by code' is a result of early research that showed majority of the target audience has mobile devices. However, there is a minority of the target audience that won't be able to play if they don't have a device so that is a source of unsustainability. I decided to add a pass and play gameplay as MVP 1 instead.
- Added to MVP 2: List past asked questions/answers for game play and add learn more button to start screen leading to a page showing all SDG cards and explaining the SDGs. Join game by code and click a card to view SDG information also



moved to MVP 2.

- Login, signup, and gamification moved to MVP 3.

Activities—Planned for Next Week

- Adjust folder/file structure by dividing game play code into multiple files to increase maintainability
- Feature: View SDG information associated to each card
- Feature: Learn more section
- Feature: See all past asked questions/answers
- Feature: Highlighting when flipping cards/selecting a card
- Feature: Online game play by joining through a game code. Will have to connect to Firebase for this.

Reflection

Do you feel "on track"?

- Yes. I have completed my MVP and will now be able to focus on iteration. I also have focused on the design and layout throughout this process so I won't have to go back and make things look better as previously mentioned in the project status report 1. I am on track because I feel the rate of productivity has increased as of late. More effort and time have been put into this project than in the previous sprint.

What progress do you particularly feel good (great) about?

- I feel good about the UX aspect of the game. I currently don't have a "how to play" section as I believe this game should guide the user with a strong structure as mentioned during the lecture. By disabling buttons when a certain button is pressed, it is easy for the user to understand what their options are. I also have hide screen functionality to ensure fair gameplay. The user experience is also considered by double tapping the hide screen to clear it rather than clicking a specific button.

What barriers (if any) do you feel is/are a current impediment to success?

- I currently have the gameplay functionality in one file for ease of coding as I was coding and learning Flutter at the same time. As a result, I have been developing with poor practice to have a deliverable for the project deadline. I intend to decrease file sizes by increasing the number of files for custom widgets and functions so that there is better organization. I was aware of this barrier as I went but faced problems early on relating to data being passed around. This will be resolved in the upcoming iteration.

What help (if any) do you require to move positively forward?

- N/A

What questions or concerns do you have (if any)?

- Concerns about potential issues with firebase that may delay joining a game by code