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# Our Project Home

## Welcome to your new space!

Spaces help your team structure, organize, and share work, so every team member has visibility into institutional knowledge and access to the information they need to do their best work.

## Get started with the basics

### Start editing this content:

- Click the pencil icon  or `e` on your keyboard to edit and start typing. You can edit anywhere.
- Hit `/` to see all the types of content you can add to your page. Try `/image` or `/table`
- Use the toolbar at the top to play around with `font`, `colors`, `formatting`, and more
- Click `close` to save your draft or `publish` when your page is ready to be shared

### Need some inspiration?

- Check out our [Confluence best practices guide](#).
- Get a quick intro into what spaces are and how to best use them at [Set up your site and spaces](#).
- Check out our guide for ideas on how to [set up your space overview](#).
- If starting from a blank space is daunting, try using one of the [space templates](#) instead.

Test Page



## Checkpoint 1: Ready for the Project (for the purpose of Submission)

Due: 19 Aug 2025

[Submission Link](#)

### Submission Requirements

- Individual Work Log
- Team Compact
- Repository Setup
- Communication Setup
- Project Management Setup
- Finalised Project Idea
- Initial Research
- Coding Readiness Task → released in Week 4, due Week 7 31 Aug 2025 ?

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### Individual Work Log INDIVIDUAL

- When constructing your work log, you should clearly label how long each task has taken, and provide **appropriate evidence** of your work on that task. For example, if you spent two hours on UI mockups for your application, you would make note of that time and, in your work log, show evidence (e.g., low-fidelity mockup drawings).
- Example activities you should consider when constructing your work log could contain (but are not limited to):
  - **Team Meetings and SCRUM Ceremonies:** If your team has meetings to discuss the project, allocate tasks, review progress, plan sprints, or other related activities, these hours should be claimed. For evidence, you should show meeting minutes, SCRUM artefacts, and/or meeting summaries.
  - **Programming:** If you are writing code, writing tests, refactoring existing code, or completing other programming activities, you should include this in your log. For evidence, show your Git commit history, screenshots, and/or a working build (whichever would be most appropriate).
  - **Design / UX:** During the project, you will need to create mockups, wireframes, and prototypes (e.g., via Figma). For evidence of this work, you should show photos/scans of sketches, Figma files, or any other related documentation.
  - **Research:** You will need to research similar applications, and do research into potential tools and packages which may be useful for your project. For evidence of these tasks,

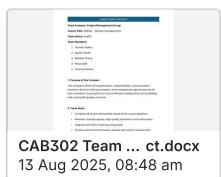
you should provide summary documents, demo projects (e.g., if testing third-party packages), or anything else that may communicate the results to your tutor.

## Team Compact DONE

Week 2: Your team must have completed a team compact (template from Canvas). Partially completed.

- ✓ link to Team Compact

[Link to Team Compact in OneDrive](#)



*NB: Team Compact document is an embedded file, not a shared document - requires group discussion.*

## Repository Setup DONE

Week 3: Your team must have set up the project repository. It must be a JavaFX project, and every team member must be added to the repo and have made at least one commit. Every team member should also ensure that the project will compile on their machine.

Created in [GitHub](#) by [@Rohan Bell](#)

- ✓ linked below "Repository Setup - Setting Up Git" by Rohan

### Why Git?

This project will use git and GitHub for version control. This will ensure that multiple people can work on multiple different tasks over time. Git supports branching, pull requests and code reviews that will allow everyone to work as a team. To get the most out of GitHub an organisation will be created.

### Why an Organisation?

An organisation allows us to manage the project at an organisation level instead of at a repository level. Thus, people can have different access levels. The main reason an organisation will be used is due to centralised management and access. This means that as a team not one person will have core access over the repository but will be access at an organisation level instead. Using this feature also allows more features like branch

protections, GitHub actions, necessary code reviews and more which can all be considered to be implemented at a team level.

## How to setup Git in IntelliJ

### Git pipeline design

#### Repository structure

##### Master

Master will be used only for stable ready code that could be used to show the application at a development level

##### Development

This will act as an integration branch for new features.

##### Feature/\*

Feature branches for new quiz integration. UI Improvements etc.

##### Bugfix/\*

Any Bug fixes will go in here

##### Releases/\*

This is a pre-release branch. This is for final integrations. Where this is in a release state, and can have different releases at a level where it could be published (semi) professionally

### Git Branch Protection (Master) (As of 13/08/2025)

To ensure that the git branches are maintained a protection using the organisation features will be implemented. In the beginning, only on the master branch and release branches will this occur. This will ensure all issues are sorted out before making it to this branch. Further evaluation into what protection features should be added to other branches should be made.

Rule	Enabled / Disabled	Additional Enabled Sub Rules	Additional Comments

Require a pull request before merging	Enabled	Dismiss stale pull request approvals when new commits are pushed (Ensures other members are reviewing the newest code)	We currently have no restrictions on who can approve requests.
Require status checks to pass before merging	Disabled		Would be nice to add in the future. Essentially status checks to ensure the code passes a given test.
Require conversation resolution before merging	Enabled		Means that if someone finds any issues and wants to comment on that issue. This must be resolved before merging the branches.
Require signed commits	Disabled		Not necessary as a team of five with low security concerns. Can be implemented if need be.
Require linear history	Disabled		Enabling Linear history will ensure that the commit log is easier to read and understand but limits to a strict linear history policy
Require deployments to	Disabled		Would be great to enable, currently

succeed before merging		have no deployments.
Lock branch (Read Only)	Disabled	We want to read and write to branch not just read
Do not allow bypassing the above settings	Disabled	Although everyone is set up as an administrator hence anyone can bypass these restrictions, the restrictions will be more used as a failsafe as a “are you sure you know what you are doing”.
Restrict who can push to matching branches	Disabled	No one person needs to have control over pushing to matching branches. If someone causes an issue, it is a small enough project it is easy to revert commits.
Allow force pushes	Disabled	Force pushing can be allowed on other branches, but for the master and release branch there should be no reason to force a push as we do not want any errors or warnings occurring in

			the first place. This can be changed on a discretionary basis
Allow deletions	Disabled		No one should be deleting matching branches.

## Communications Setup DONE

Week 2: Your team must have decided on a team communication platform, and everyone should be invited.

### What we chose and why...

- Instagram
  - Everyone in the group is familiar with the platform and already registered with an account
  - Good communication platform for setting up meetings and general discussion about group work
- Discord
  - Allows for multiple media to uploaded
  - Can have different channels for different purposes
  - Easy to set up and participate in video call meetings

### Why we didn't choose other options...

- MS Teams
  - Missing necessary permissions
- Zoom
  - Useable for its sole purpose of video meetings
- Emails
  - Slow and ineffective comms

## Project Management Setup DONE

Week 3: Your team must have chosen appropriate project management tools and invited all team members. Note that we **do not** expect for you to have detailed user stories and a backlog for this checkpoint.

Created this Jira by [@Hannah Alukka](#)

### What we chose and why...

- Everyone was unfamiliar with the program
- Provided an opportunity to use an industry standard tool
- Integration with Confluence and GitHub
- Has combined features

### Why we didn't choose other options...

- Notion did not support any structure or templates and no cross-platform linking (eg. to GitHub)
- Trello was too simplistic for the purpose of the project

## Finalised Project Idea IN PROGRESS

Week 4: The team should have finalised the project idea. You should have developed a high-level list of features and requirements.

✓ linked below "(1c) Finalised Project Idea - Brainstorming Geo App Features" page

### Researched Apps

Geo Quiz App	Features
Geoguessr	<ol style="list-style-type: none"><li>1. Exploration mode - can implement timed version if insufficient, encouraging research</li><li>2. Gamified</li><li>3. Both 2D (Map) and 3D (Street view) representations of the world</li></ol>
Seterra	<ol style="list-style-type: none"><li>1. <del>Multilingual Support</del></li><li>2. Custom quiz creation for online and offline use</li><li>3. Multiple types of quiz modes</li><li>4. Timer and Score Tracking (progress tracking)</li></ol>

Mapgame.net	<ol style="list-style-type: none"> <li>1. Multiple game modes - “today’s game”, “practice mode”, “ranked”</li> <li>2. Simple UI - clean lines, gameplay at the centre of screen</li> <li>3. “Lives” instead of number of guesses</li> <li>4. Points based on hints used, speed, accuracy of the guesses</li> <li>5. Hints revealed in facts under guessing screen</li> <li>6. 2D map - when hovering, country name is displayed at top and colours changed based on accuracy of guess (red and green)</li> <li>7. Country index - all hints organised into topics</li> </ol>
Cityquiz.io	<ol style="list-style-type: none"> <li>1. Organised facts into region</li> </ol>
Education OpenGuessr	<ol style="list-style-type: none"> <li>1. Opens on Homepage that introduces to app exploration</li> <li>2. Reference guide - built by the user as they play more</li> <li>3. Teach more than just country-based facts</li> </ol>
Guessthemovie.Name	<ol style="list-style-type: none"> <li>1. <del>Cross-device compatibility</del></li> <li>2. Personal stats displayed visually</li> </ol>
Logo Quiz	<ol style="list-style-type: none"> <li>1. Unlocks levels as you progress (more facts, more hint points, <del>historical countries</del>)</li> <li>2. Stars awarded depending on how quickly and accurately the guess was made</li> <li>3. Spending stars/lives for a “better” hint</li> </ol>
Guess the picture	<ol style="list-style-type: none"> <li>1. <del>Blurs image/content until making guess</del></li> </ol>
Duolingo	<ol style="list-style-type: none"> <li>1. Structured learning for different types</li> <li>2. Daily streaks</li> <li>3. Leaderboard</li> </ol>
Elevate	<ol style="list-style-type: none"> <li>1. Visual proficiency bars for categories (like regions or continents)</li> </ol>

#### Features we like:

- Guessing the country. Based off:
  - Image?
  - Hints?

- Map?
- Flag?
- Landmarks?
- If wrong guess:
  - Give hint that teach facts about a country, like population size, official language, which countries it borders, etc.
- Game modes?
- Offline and online?
- Scoring system: Accuracy, amount of wrong guesses, time
- **Personal Reference Guide:** correct guess adds the country to personal rolodex (achievements, trophies, unlocking facts)
- **Selecting country based off of a 2D map**
  - Quiz mode? Additional feature

### **Chosen High Level Features**

- If wrong guess: Give hint that teach facts about a country, like population size, official language, which countries it borders, etc.

### **Requirements**

- Login with authentication
- API access or open source integration of map data
- Database including player information, scoring
- Scoring system with logic that determines whether the user is correct or incorrect

### **Main Game Features (Essential)**

- User input: Selecting countries from a 2D Map
- Hints: Text hints with facts
- Points: Accuracy, amount of hints, time
- Hints added to Countrydex for referencing. Guide is built by the player as you play.
- Passport stamp after proficiency of country

### **Additional Game Features (Like to have?)**

- Text based quizzes for revision?

## Possible Game Features

- Text based quizzes for revision?

## Where is the Gap in the Market?

### What is currently done by the apps researched?

Looking into all of the research done in 1b and on this page, where does our geography game/learning application fill a gap in the market? Geoguessr focuses on immersive street view and leans on exploration and purely fun instead of structured learning. Seterra has limited gamification but great classroom use with their static quizzes. [Mapgame.net](#) is more of a fun daily guessing game but the actual learning is very narrow by finding the countries through hints. [Cityquiz.io](#) focuses on naming cities but lacks variation or strong gamification. Duolingo has a fantastic adaptive learning and recurring learning through streaks but is not related to geography. Elevate also is not related to geography but provides good adaptive skill and difficulty based on how the user is progressing. Elevate also lacks community and multiplayer.

### So where is the gap?

There is no geography app on the market that provides a combination of these applications into one simple application. The application should have the adaptive learning of elevate, with habit-forming daily play similar to duolingo. It should integrate community similar to how geogueser and duolingo do with either multiplayer, or through leaderboards. Finally a structured learning progression by building knowledge step-by-step instead of guessing.

## Design Ideas

- Guess a country each day (similar to mapgame) with a daily streaked link to passports.  
User gets a passport that has a stamp for that day country for each day correct but if they miss a day they lose all their stamps
- Hints that actually teach where each guess unlocks a meaningful fact about the country (population, flag, culture, language, landmarks, world events etc.) This encourages users to get things wrong as you learn more if you do unlike duolingo
- Skill paths by tracking individual areas such as regions of the map, flags, capitals, landmarks, culture etc... This uses an algorithm to scale the difficulty dynamically with harder countries / landmarks or even countires that have not been tested in a while.
- Game layer, collect all countries in your “passport”, possibly different passport for daily and non daily? or passport for non daily and another identifier for daily streaks.
- Achievements for being certain challanges (naming all countires, naming all of a region, naming all continents, identifying a # of flags).

- Variety of game modes including competitive timed modes, exploration modes, multiplayer battles, weaknesses
  - Timed modes could be a race against time, like how fast can you name every country
  - Exploration modes would be learning without any time or competitiveness more of just a structured learning.
  - Multiplayer battles could be a Kahoot style geography game or GeoGuessr style.
- Global leaderboard and friend leaderboard. Friends can see each other's passports

Differentiating Features:

- Offline Support (seterra's strength)
- A personal knowledge book where every country you have unlocked is there and some interesting facts about them
- Adaptive progression using an algorithm similar to Duolingo will show you words you have not seen in a while or questions you have previously gotten wrong but will not show questions you have gotten right 3 times in a row
- Custom quizzes like seterra that teachers can build. The differences is that the quizzes are more gamified
- Scoring beyond just accuracy but also including average answer time, number of hints used, wrong guesses and learning efficiency

## What is the Minimal Viable Product?

Core Goal:

A working geography quiz game where users can guess countries on a map, get hints if wrong, and track their score.

### Authentication and User Profiles (10 - 15 hours of work)

- Basic Login / signup
- Store user information in database
- Possible implementation of using Google accounts
- Will need to integrate with score tracking and user progress to the user

### Core Quiz Engine (30 - 40 hours)

Game loop:

- Show country outline or 2d map or flag
- User guesses the country

- If wrong → show fact based hint
- If correct → award points and go onto the next question
- Scoring system includes accuracy, time and amount of wrong guesses
- Timer implemented for challenge modes

#### **Database and Content (20 hrs)**

- Database of countries including:
  - Name
  - Images
  - Flag
  - Neighbouring Countries
  - Population
  - Capital
  - Landmarks
- Database of hints
  - Linked to relevant country
  - Point based hint showing how strong that hint is
- Store users progression and correct / incorrect guesses

#### **UI/UX and gameplay flow (20 hours)**

- Simple interface for MVP: login → play → results
- Map selection screen (World map or continent or flags etc.)
- End of game results and progression / user summary

#### **Basic Progression System (10 hours)**

- track which players the countries have mastered (unlocked)
- A simple “World Passport”

#### **Features if MVP is completed early**

##### **Streaks and Daily Challenge (20 hours)**

- Daily geography challenge like guess the country
- Daily streak counter (Based on a 24 hour period or based off of date?)

##### **Leaderboards and Multiplayer (30 Hours)**

- Global leaderboards based on scores and times for each gamemode

- Friend codes to compare results (NO real-time multiplayer)

#### Adaptive Difficulty (similar to elevate) (Unknown)

- Track user performance by region / topic
- Adjustable difficulty based on area and weak areas
- Create an algorithm that finds the next question by using a mixture of difficulty, previously incorrect questions, time since answering the question last etc.

#### Offline Mode (Probably in MVP depends on if using API) (Unknown)

- Quizzes will work offline with cached country data

#### Custom Quizzes (Unknown) (AFTER OFFLINE MODE)

- Custom quizzes would be accessible in offline mode and would allow for user focused or class focused learning

#### Achievements and Unlockables (10 hrs)

- Custom challenges that would earn stamps. This would go along mastering each country, but possible challenges could be guessing all countries without hints on the world map. Mastering 10, 20, 100, all countries. Completing “no-hint” games,

#### App Name ideas:

- |                          |                  |
|--------------------------|------------------|
| • WorldWise              | • Atlas Quest    |
| • Globequest             | • Passport Play  |
| • MapMinds               | • Geostreak      |
| • GeoPath                | • Know the world |
| • GlobeTrotter           | • Terratrack     |
| • StampQuest             | • GeoPassport    |
| • GeoPass                | • World Stamps   |
| • <b><i>Wayfarer</i></b> | • Stamply        |
| ◦ GeoFarer.io            | • Passly         |
| • Stampix                | • Passaro        |
| • GeoVisa                | • WorldStamp     |
| • GeoPort                | • PassTop        |
| • <b><i>PortHub</i></b>  | • паспорт        |
| • Fernweh                |                  |

Words for naming realated around the geography and passport

Geo	Pass
Geography	Stamp
Terra	Visa
Atlas	Book
Earth	Document
World	Card
Land	Journey
Country	Travel
Topology	Id
Cartography	Plane Ticket
Globe	

## Initial Research DONE

Week 4: You must have done some basic market research to identify applications with similar functionality, and have a clear understanding of how your app will differ from those (e.g., simpler, more intuitive, free, tailored to a more specific use-case).

- ✓ linked below "(1a) Brainstorming Potential Project Ideas" page

Due date	19 Aug 2025
Resources	<a href="#">Project Theme: Teaching and Learning in Canvas</a>

### Background

Project theme is **Teaching and Learning** → This theme also opens up a lot of creative directions as you might choose to build a tool that supports general learning practices, or focus on helping people develop a specific skill or area of knowledge. This theme should also allow you to build an application which addresses a clear need, making for a strong portfolio project.

 Options Considered

	Legal Cases Digest	Cyber Safety Assessor (scams)	Geography Quiz	Another Option ....
<b>Description</b>	Making older and current legal cases more digestible and easier to understand for a layman. This app could provide information for the everyday person to comprehend how the legal system works and how current decisions made can affect their lives. Legal comprehension has been significantly low due to the complex language and history that affect future decisions.	Used to identifying what is a scam and what is real. This is designed to focus elderly or people who are afraid about the increasing amount of scams. The application presents a series of realistic scenarios for example emails, messages, notifications, pop ups on websites, fake calls, and the user must hit a button if it is "scam" or "legitimate". After each choice, app will provide if they are correct and what were the tell tale signs that made it a scam. It is designed to improve the scam detection of people.	A fully functioning geography learning game. It is inspired by GeoGuessr and is designed to learn geography through visuals and gamification. GeoLearn has a more structured learning style where users will progress through short lessons on geographic topics. Some examples could be climate zones, architecture, vegetation etc. Users can then complete challenges in a 2D satellite or map environment. Or even in a 3D street view. It is split into a learning mode and a testing mode.	
<b>Pros &amp; Cons</b>	+ 	+ 	+ 	+ 

	<ul style="list-style-type: none"> <li>• Helps the everyday person to improve their legal literacy and empower them to understand their rights</li> <li>• Easily available data as legal cases are public record (with no major privacy concerns)</li> </ul> <p><b>-</b></p> <ul style="list-style-type: none"> <li>• Could be misconstrued as legal advice</li> <li>• Unrealistically huge database, requiring significant summarisation and semantic analysis</li> <li>• Boring without gamification</li> </ul>	<ul style="list-style-type: none"> <li>• It is relevant to today's life as scams are more and more common</li> <li>• Meets the teaching and learning criteria</li> <li>• Very simple and accessible gameplay with the decision mechanic being easy to understand</li> <li>• Large buttons, large or minimal text can also make it senior-friendly</li> <li>• Reinforcement learning with immediate feedback if the user was right or wrong similar to apps like duolingo</li> <li>• Easy to update with more and new scam examples as they evolve</li> <li>• can use geographical data for localisation for common scams in countries</li> <li>• Low technical barrier compared</li> </ul>	<ul style="list-style-type: none"> <li>• Clear alignment with the learning and teaching theme</li> <li>• Is different to other examples online as it is both purely for learning but also can be competitive as well (Seterra vs Geoguessr)</li> <li>• Very modular design</li> <li>• Can be used by a wide audience with lots of different user stories</li> <li>• Gamification (better engagement)</li> <li>• Could be easy to implement teachable feedback using a database</li> </ul> <p><b>-</b></p> <ul style="list-style-type: none"> <li>• Dependant on external API such as google maps which will have usage limits.</li> <li>• API downtimes can affect the application</li> <li>• Could become an extremely large scope if not careful</li> </ul>
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	<ul style="list-style-type: none"> <li>Ethical concern regarding balancing accessibility with precision to avoid misleading</li> </ul>	<p>to the geography quiz as there is no APIs needed</p> <ul style="list-style-type: none"> <li>Can be easily Gamified</li> </ul> <p><b>-</b></p> <ul style="list-style-type: none"> <li>Needs up to date high quality content that may be harder to obtain than the geographical data</li> <li>Without variety or gamification could be very boring</li> <li>Requires ongoing content updates</li> <li>Need to highly consider accessibility into the project UI design</li> </ul>	<ul style="list-style-type: none"> <li>Requires good content which means more time will need to be spent preparing location data</li> <li>Need to investigate how research-intensive this could be</li> </ul>
<b>Feasibility</b>	Highly unfeasible as parsing through and almost developing NLP model is unrealistic for our resources.	Very high feasibility and would take less time than the geography quiz to implement a minimal viable product. This is due to the lower technical complexity it has. The content sourcing possibly could be larger as a large amount of examples of scams	To create a minimal viable product within the time frame is very feasible as long as the scope is tightly managed. To ensure this all non necessary features must be deferred to the end or this could become way out of scope. Is also highly feasible when compared to the

	<p>may be harder to find (is this needed or do we only need the minimal viable amount). The project would be impactful as it is designed to teach people how to identify scams and that could save them money. It could be extended by later adding in fake login simulations, phishing, integration with real-world scam alerts etc. There are quite a few scam-awareness resources but few interactive gamified especially designed for elderly users.</p>	<p>goal of a “teaching and learning” application. Feasibility of the technical complexity and API access needs to be explored as they will require an API key. Another possibility could be using static maps or open-source map data such as OpenStreetMap</p>
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linked “Research into Existing Concepts” page (by Rohan)

### ★ Outcome

Focusing on a Geography-style quiz.

↙ linked below "(1b) Initial Research - Into Existing Geo App and Quiz Apps" page

This page will be a point of contact for existing concepts.

Date Created

12 Aug 2025

**Due Date**

19 Aug 2025

**Application:** GeoGuessr

**Developer / Organisation:** GeoGuessr AB (Sweden)

**Platform:** Webbrowser or Application Base (Android, IOS, Windows, macOS)

**Link:** [GeoGuessr - Let's explore the world!](https://www.geoguessr.com)

**Description:**

You are dropped into a 3D view of Google Street Maps and have to “guess” where you are in the world by clicking on the world map. Whilst it builds spatial, cultural and geographical awareness, it also provides a gamified experience. This has led to competitions, partnerships and monetisation whilst providing a fun learning experience.

**Key Features:**

- Single player modes against yourself or “bots”
- Multiplayer modes against friends (using codes) or skill based match making search
- Both 2D (Map) and 3D representations of the world
- Timed and Exploration modes
- Community made custom maps and game modes

**Strengths:**

- Highly engaging gameified application
- Educational without feeling like “school work”
- Wide platform availability
- An easy learning curve with modes to increase difficulty meaning it suits a range of skill bases

**Weaknesses:**

- Free Version is limited (Has a subscription version for more features)
- Dependant on Google Street View Data
- Requires Internet Connection
- 

**Technology Stack:**

**Frontend:** Javascript and React (Web application), Unity (Desktop Application)

**Backend:** Node.js, REST APIs

**Data sources:** Google Maps / Street View API

#### User Feedback and Ratings:

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**Application:** Seterra

**Developer / Organisation:** Seterra AB (Acquired by Geoguessr)

**Platform:** Webbrowser or Application Base (Android, IOS, Windows desktop)

**Link:** [Seterra - The Ultimate Map Quiz Site!](https://seterra.com/)

**Description:**

Quiz-based geography game designed to focus on teaching geographical features such as country shapes, landmarks and capitals. It also focuses on teaching other geographical features including flags and rivers.

#### Key Features:

- 400 quiz maps with 9 quiz modes
- Multilingual Support
- Printable maps for classroom activities
- Custom quiz creation
- Works Both online and Offline
- Classroom support
- Timer and Score Tracking

#### Strengths:

- Large range of geography topics
- Multilingual support means it is accessible in more countries
- Works on Low-end Hardware due to its simple design
- Can be used offline with printable maps
- Free to use

#### Weaknesses:

- No Multi-dimensional layers (3D and 2D) for connection based learning
- Static quiz may feel repetitive compared to geoguessr
- No real-time multiplayer

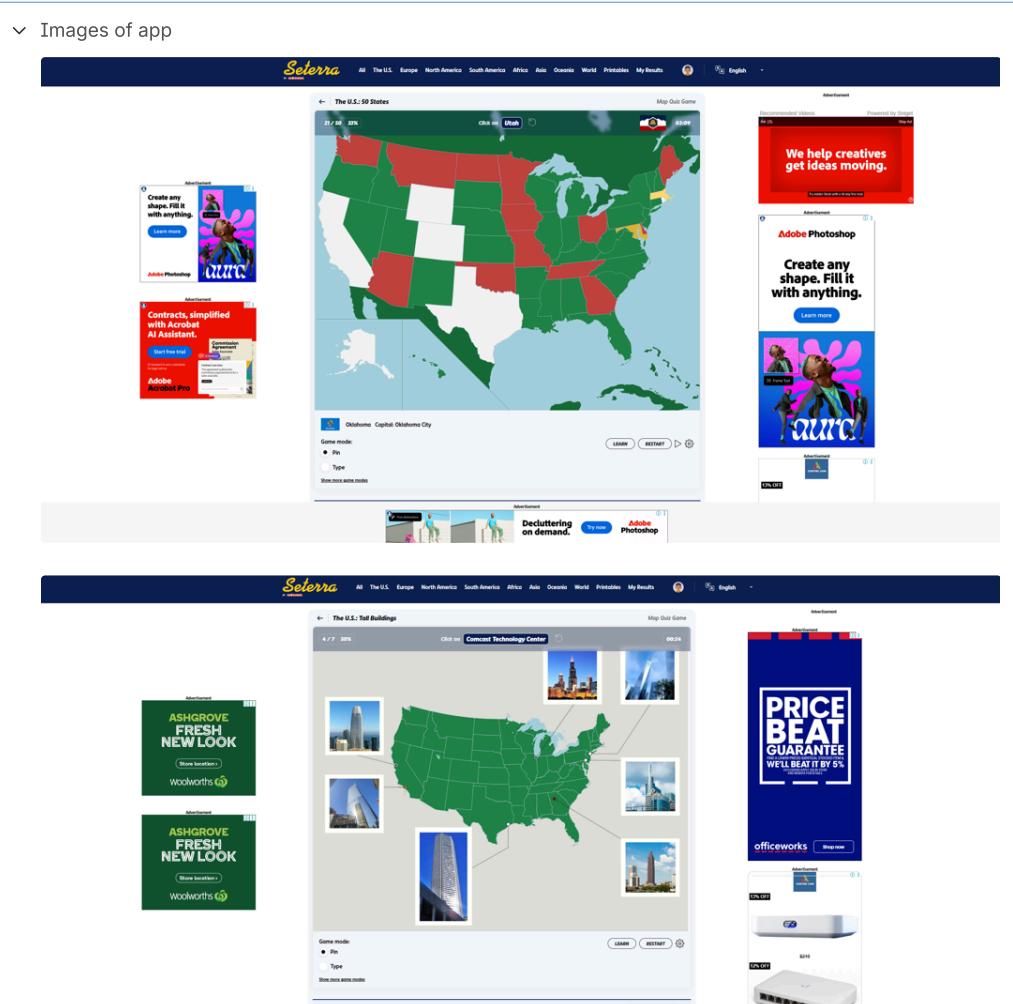
- Limited gamification and expansion compared to other modern geography games

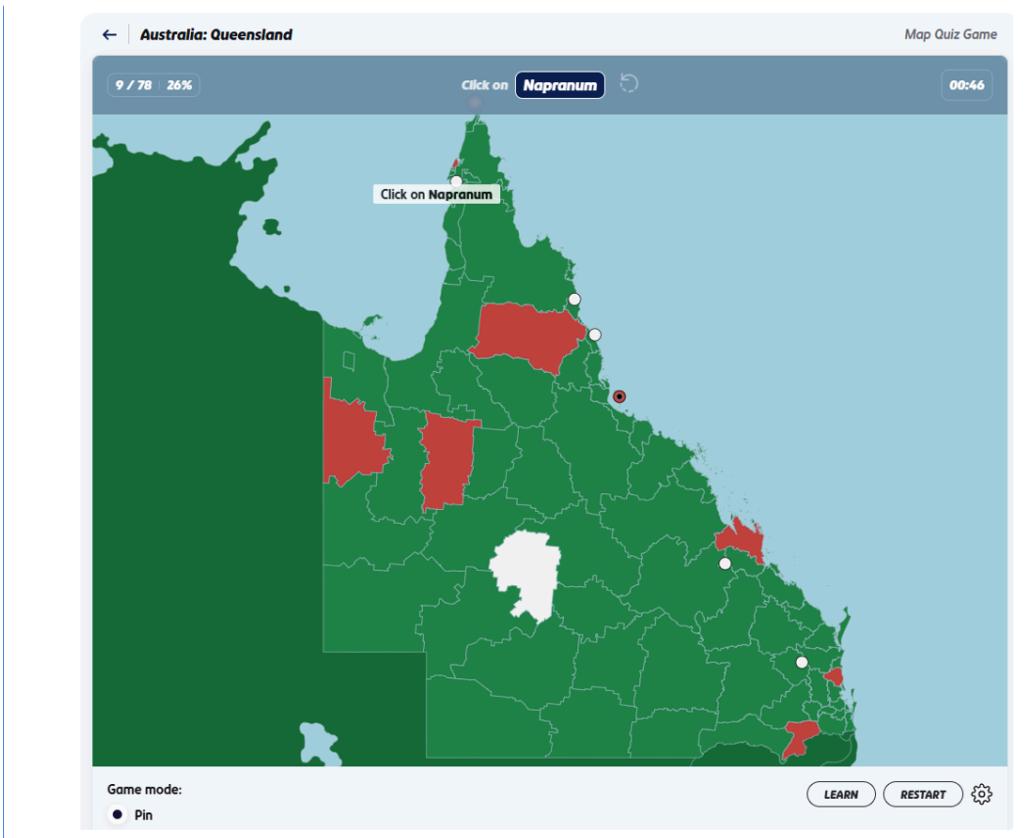
## Technology Stack:

**Frontend:** Javascript, HTML5, CSS3

**Backend:** Not Publicly Confirmed

**Data Handling:** Static JSON/XML datasets





## Application: [CityQuiz.io](#)

Web based game designed to test how many cities a player knows within a specified region.

- You choose a region and then must type as many cities as possible.
- For each city you name, you get stats such as “Biggest cities” and “Smallest cities”.
- Only focuses on naming as many cities as possible in a region.

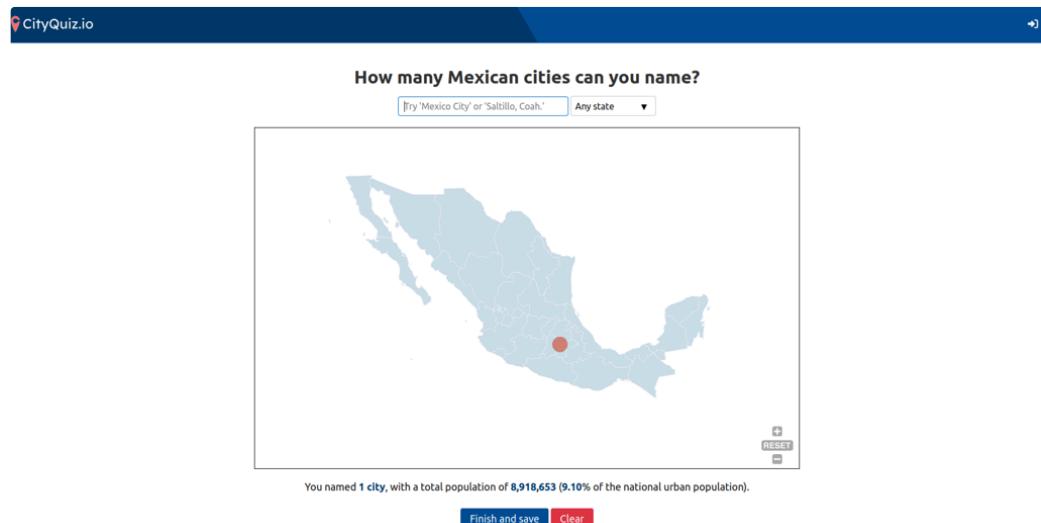
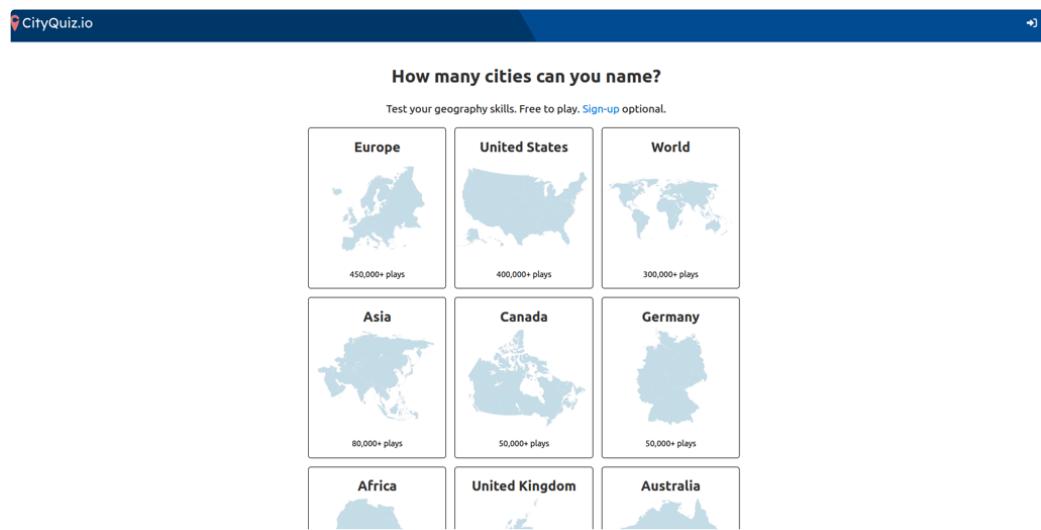
Strengths:

- Able to select on a specific region to focus on strengths and weaknesses in knowledge.
- Simple UI: Not much visual clutter. Very easy to get into the gameplay as you’re asked to choose a region, with map images, and then immediately shown a map with a title asking how many cities you can name.

Weaknesses

- **Player input for guesses not beginner friendly:** Beginners would struggle as player input involves prior knowledge of city names. **Typed player input for guessing countries does not seem like something we would want to pursue.**

- **Boring gameplay?:** Apart from naming as many cities as possible, there's not much incentive to keep playing or get a better score. There's no pressure as there is no time limit, no lives, but that may lead people to just end the game prematurely as they get bored.
- **Only seems to target people who want to test their pre-existing knowledge.** Again, not beginner friendly.
- **Boring UI.** Though simple and understandable, nothing about the UI really stands out or looks visually interesting.



## Application: [Mapgame.net](http://Mapgame.net)

Web based game where you get a new country to guess everyday. You're given 10 guesses, and after every guess you get a new hint. You get points at the end of the game depending on:

- How many hints you use
- Your speed
- The accuracy of your guesses
- Whether you actually found the country

Features:

- Three game-modes:
  - Today's Game, the main game-mode: Refreshes with a new country to guess everyday for everyone.
  - Practice Mode: No competition and you can play through many games with different countries. Not shared amongst players.
  - Ranked: Play three consecutive games to be ranked on a global leaderboard.

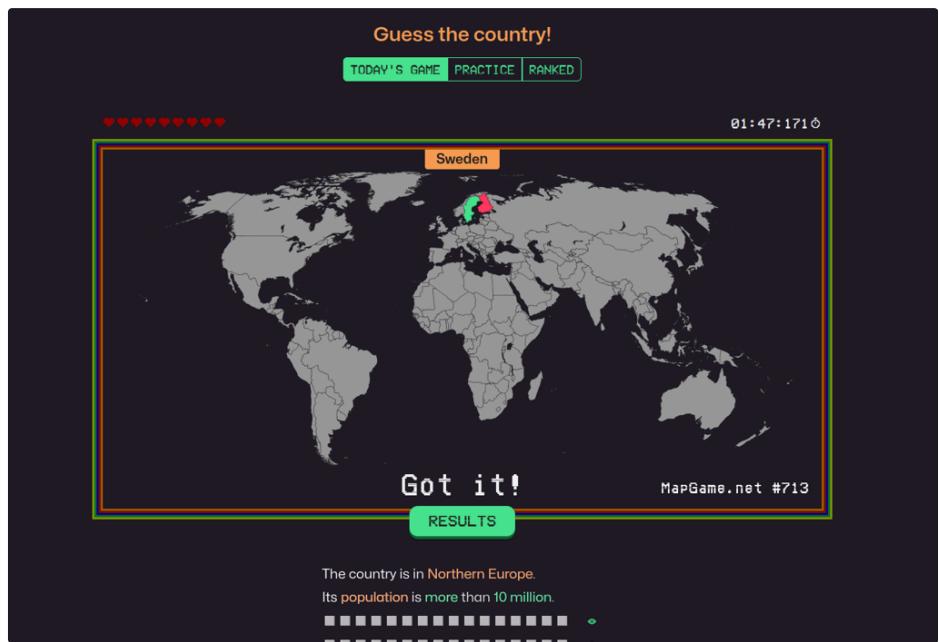
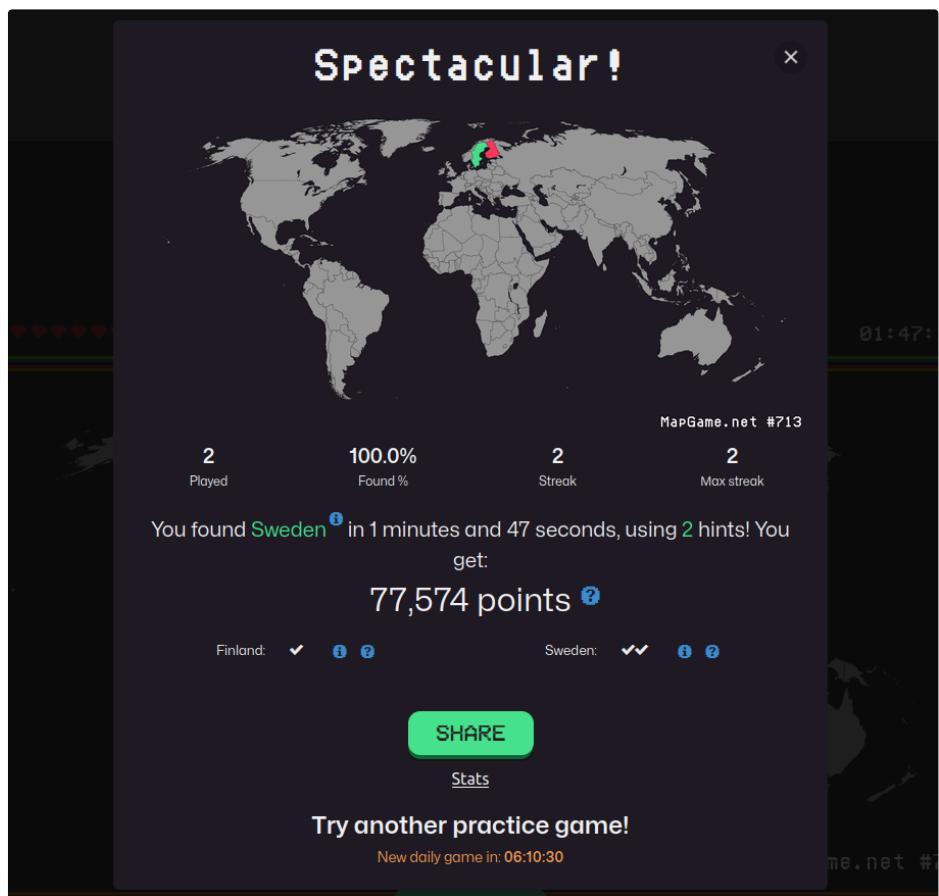
Strengths:

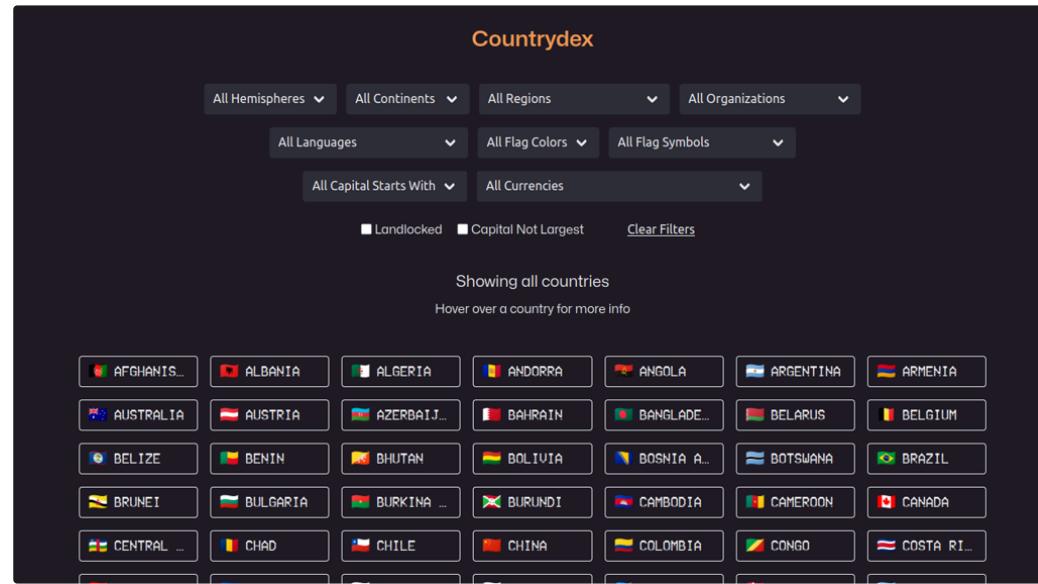
- Simple GUI. A map in the centre draws your eyes immediately. Hearts representing "lives" and a timer along the border conveys the goals of guessing quickly and accurately without needing to read.
- Leaderboard aspect adds competition and motivates players.
- Teaches new facts about countries through the hints, such as alliances, population size, currency, and official languages; doesn't just teach where countries are on the map.
- Countrydex, a reference guide of countries the player can search by fact categories. Gives new players an opportunity to learn.

Weaknesses:

- The Countrydex might look too overwhelming and complex at a first glance.
- **Accessibility:** The red and green colours used to indicate right and wrong country guesses may confuse people with red-green colourblindness.

▼ Images





**Application:** Education OpenGuessr

**Developer / Organisation:** PaulPlay (Open Source)

**Platform:** Web Browser

**Link:** [Education OpenGuessr](#)

**Description:**

Education OpenGuessr is a free, open-source web application where you are quizzed on countries, common locations and regions to sharpen geography-guessing skills (for other games such as GeoGussr). You can select a country to learn about, in which it gives a general overview of the country and its stats such as phone number extension, population count, GDP etc. Then you guess different locations within that country after being provided a StreetView map - just like GeoGuessr. There is no point count or leaderboards.

**Features:**

- Many guides on improving GeoGuessr-specific skills such as using keyboard shortcuts, Street View coverage, road lines, using cars etc.
- Ability to study maps of specific countries
- Play interactive quizzes to test your knowledge of a country - timed, 3 modes (click, type, learn), suggests other quizzes
- No login
- Externally linked to Geometas and OpenGuessr

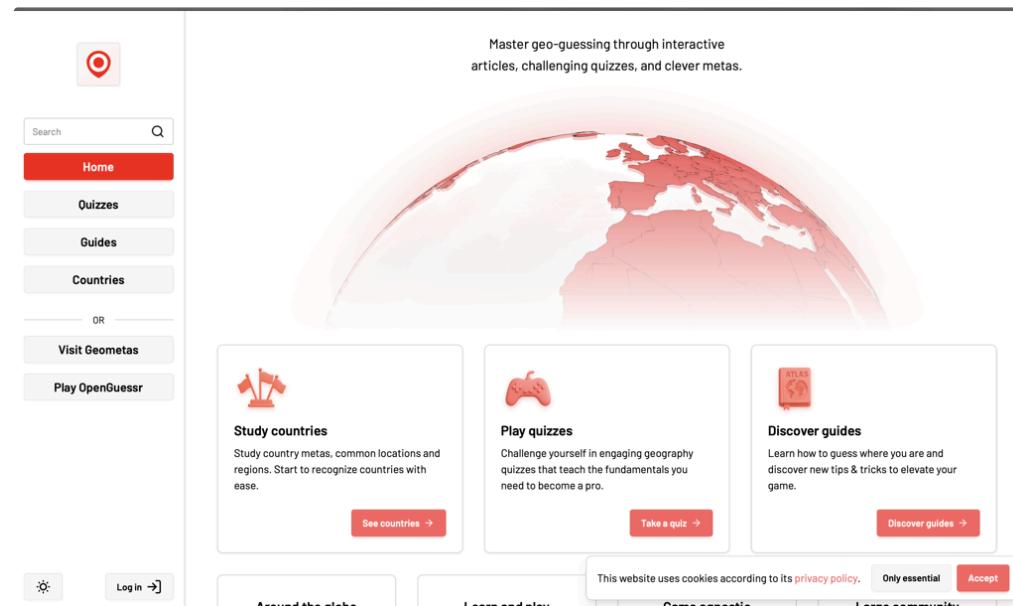
### Strengths:

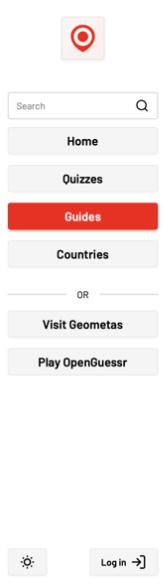
- Intuitive to navigation, well-done UX
- Different game modes
- Reference guides to learn content instead of quizzes or playing the game
- Broken down into digestible sections
- Open-source (and available on GitHub)
- Free and accessible, no login required

### Weaknesses:

- No progression tracking - does not invite user back to the platform
- Most countries do not have any information
- Simplistic and basic UI

▼ Click here to expand...





**♀ Beginner**

**The compass**

Learn how to use the compass to determine the hemisphere.

[Read](#)

**Keyboard shortcuts**

A cheat sheet for keyboard shortcuts in GeoGuessr.

[Read](#)

**Fast movement**

Find out how to move a lot more quickly inside of the Street View.

[Read](#)

**Map basics**

Learn what maps are, what coverage is and how they differ.

[Read](#)

**Street View coverage**

Find out how to differentiate between camera generations.

[Read](#)

**Restrictions & NMPZ**

Learn about game controls and discover restrictions.

[Read](#)

**♀ Intermediate**

**Driving side**

Learn in which countries people drive on the left or right side of the road.

[Read](#)

**Road lines**

Distinguish road lines from another and learn where to find which colors.

[Read](#)

**Alphabets**

Find out which alphabets and languages are in use and where.

[Read](#)

**Trekker coverage**

Learn what Trekker coverage refers to and how Pro's use it.

**European gua**

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### Australian states & territories Quiz

Click on Victoria.

Click Type Learn ⏳ 0:14



**Similar quizzes:**

Oceanian capitals



Oceanian countries



Oceanian flags



31

**Learn countries**

**Europe**

Albania	Andorra	Austria	Belarus	Belgium	Bosnia an...	Bulgaria
Croatia	Czechia	Denmark	Estonia	Finland	France	Germany
Greece	Hungary	Iceland	Ireland	Italy	Kosovo	Latvia
Liechten... Netherla...	Lithua... North Mac...	Luxembo...	Malta	Moldova	Monaco	Montene...
Serbia	Slovakia	Slovenia	Spain	Sweden	Switzerl...	United Kin...
Ukraine	Vatican ...					

**Asia**

Afghanis...	Armenia	Azerbaij...	Banglad...	Bhutan	Brunei	Cambo...
China	Cyprus	Georgia	India	Indone...	Iran	Iraq
Israel	Japan	Jordan	Kazakhs...	Kuwait	Kyrgyzs...	Laos
Lebanon	Malaysia	Maldives	Mongolia	Myanmar	Nepal	North Ko...
Oman	Pakistan	Palesti...	Phi...			
Singap...	South Ko...	Sri Lan...				

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**Application:** GuessTheMovie.Name

**Developer / Organisation:**

**Platform:** Web Browser

**Link:** [GuessTheMovie.Name](https://www.guessthemovie.name)

**Description:**

A web-based game that presents a daily challenge to identify a film. You are provided with a still image and must guess which movie (from a database) the image is from. You have 6 guesses, and if your guess is incorrect, another image with more context is provided. As the guesses progress, the provided image becomes more indicative of the movie.

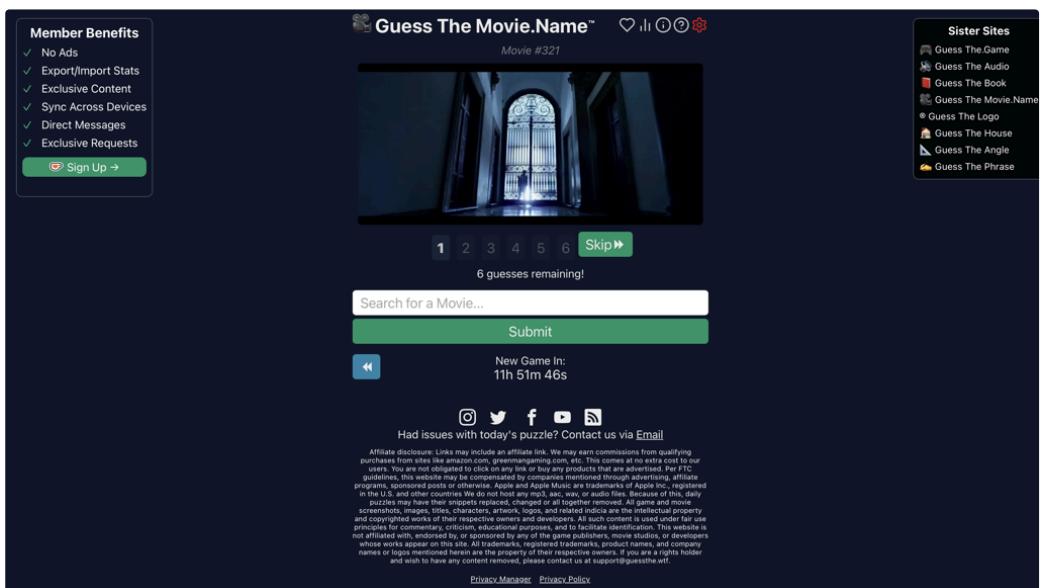
**Strengths:**

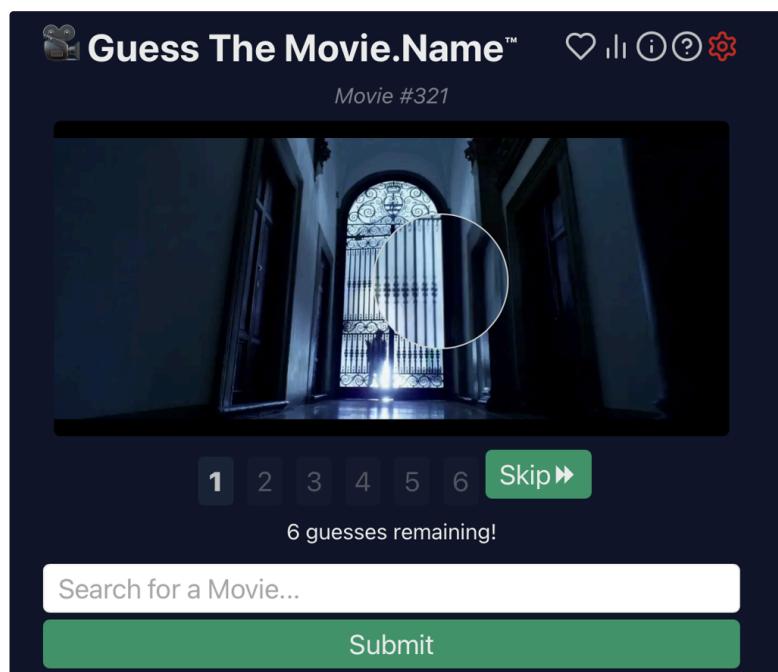
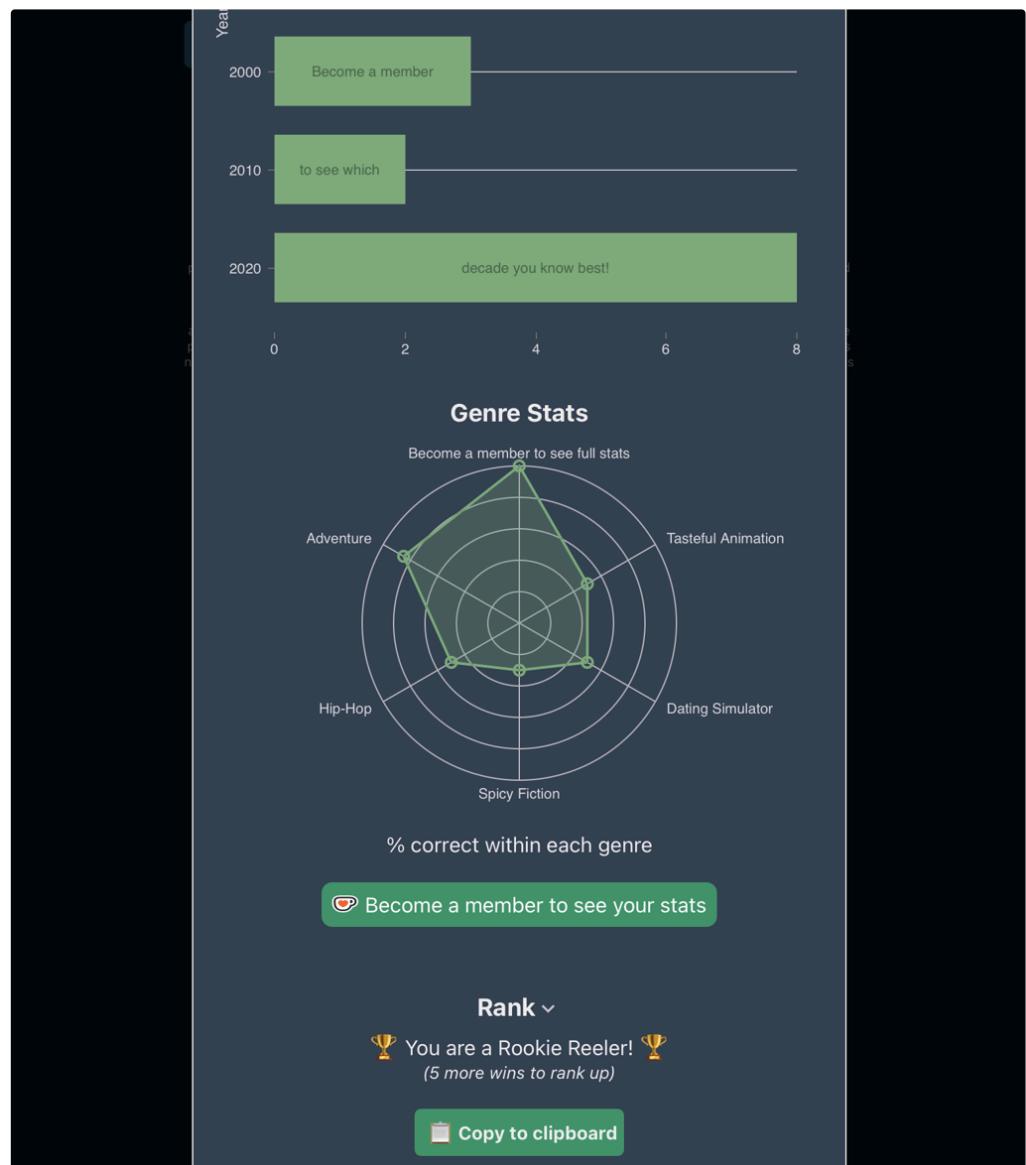
- User-focused engagement loop as it provides a daily puzzle for users to return for
- Time tracking in game
- Progress tracking with stats (streaks, win distribution, genre stats, decade stats, win percentage)
- Expanded to sister sites with games, audio, books, logos, etc.
- Engaging gameplay
- Simple UX

## Weaknesses:

- Unaesthetic UI
- No increase in levels of difficulty
- Only 1 topic, not flexible with selecting genre or regions
- No educational benefit
- Lacks cross-device access - hover feature does not work on mobile

### ▼ Images





**Application:** Logo Quiz

**Developer / Organisation:** Bubble

**Platform:** Web Browser, IOS, Android

**Link:** [!\[\]\(05abdec45d3d9667a7f3c64e46754c68\_img.jpg\) Logo Quiz Web](#)

#### **Description:**

Logo Quiz is a web based or application game that has numerous level sets where you are given a picture of a logo with missing key features and you have to guess the name of the logo. To unlock further levels you need to answer correctly guess a certain amount of logos. For each guess you can receive up to 3 stars depending on how close you were to guessing.

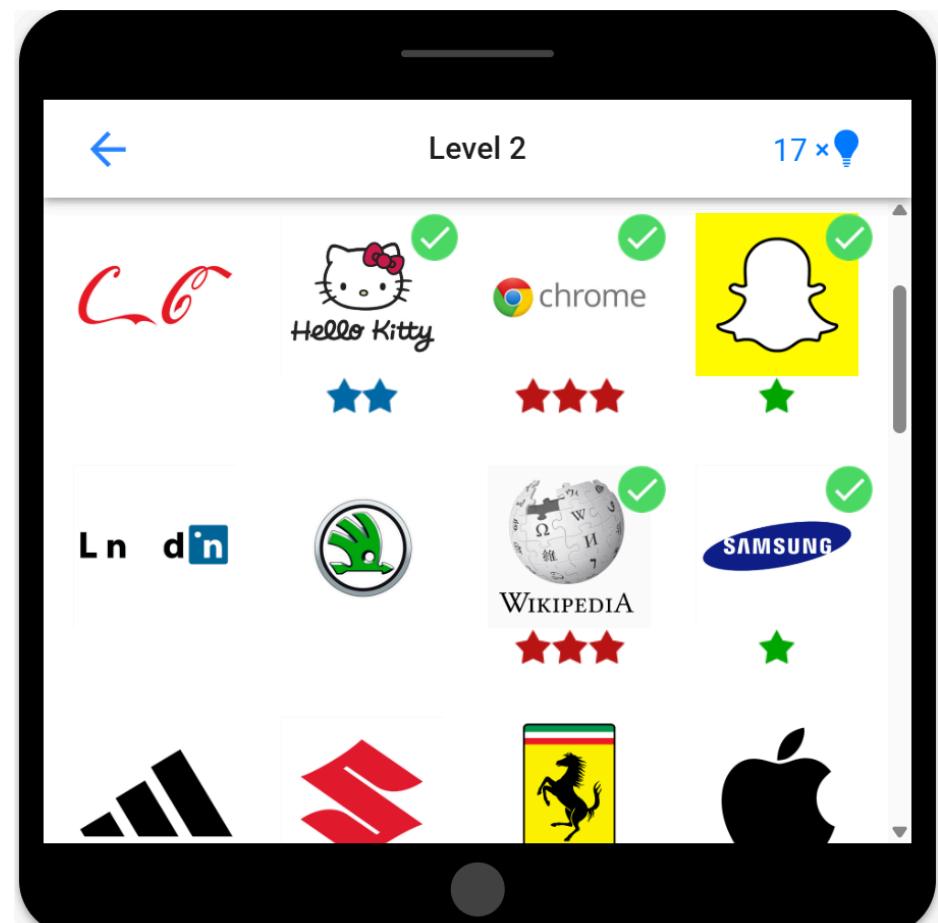
#### **Features:**

- Level based - unlock levels the more correct logos you guess - can access a few levels at the same time
- 21 Levels with more logos to guess for higher levels - bonus levels with different categories
- Statistic page to view your stats (e.g. levels completed, logos guessed, hints used)
- Go back and view past levels so you can brush up on your knowledge
- Can select which logos to guess in a level (don't have to go through a certain order)
- Login feature to save your data and continue where you left off
- Online leaderboard based on both points and logos guessed

#### **Strengths:**

- Simplistic design (can be used on low end systems)
- Numerous ways to login (google, facebook or email)
- Easy to use interface
- Plenty of levels and logos to guess (long progression)

▼ Images of Logo Quiz



**Application:** Guess the picture - Image Quiz

**Developer / Organisation:** WordWall

**Platform:** Web Browser

**Link:**

 [Guess the picture.](#)

#### **Description:**

A guess the image based game where you are given a blank canvas and pixels from the image are slowly revealed. Once you think you know the answer, you can buzz in and take a guess from 3 choices. You gain points based on how much of the image was revealed before you guessed.

#### **Features:**

- Restart/pause option
- Point system based on how much of the image is revealed
- Leaderboard showing highest points scored
- Limited to only 8 questions
- Fullscreen option
- Fun, colourful screen

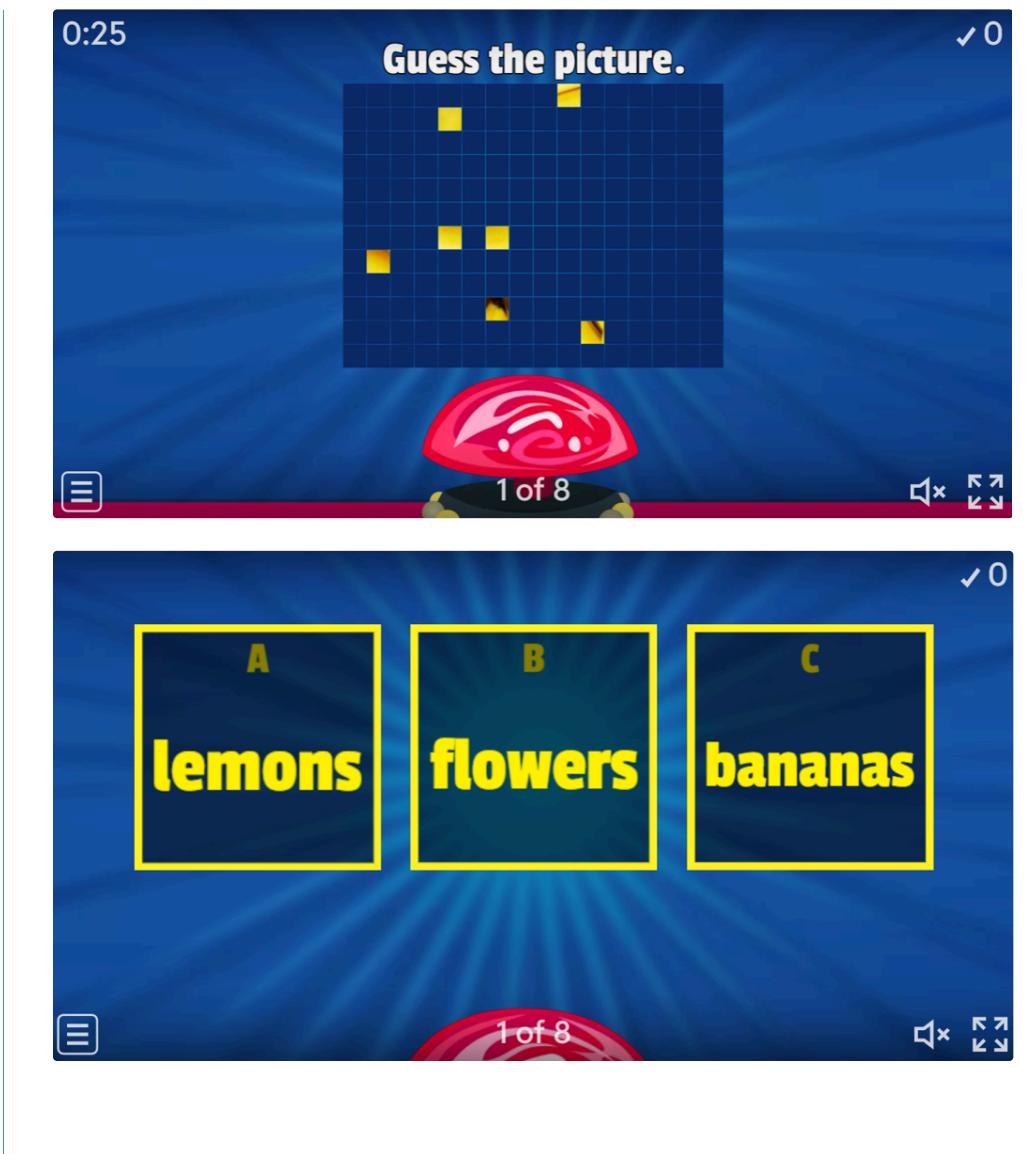
#### **Strengths:**

- Simple to understand and play
- 3 answers to choose from
- Shows the correct answer if you get the image wrong (fully reveals image)
- Shows what question you are currently on
- Able to go back and view all the answers upon completion

#### **Weaknesses:**

- Very limited amount of questions (8 total)

▼ Images of Guess the Picture - Image Quiz



**Application:** Duolingo

**Developer / Organisation:** Duolingo Inc.

**Platform:** Web, Android, Ios

**Link:** [Duolingo - Learn a language for free @duolingo](https://www.duolingo.com/)

#### Description:

Duolingo is an application designed for teaching the user a new language. It uses a gamified short lesson structure with streaks and lives to incentivise learning the language. It has adaptive learning features with different types of modes that are designed to target different areas. For example, you can't learn a language by just reading so it has listening and speaking lessons as well.

#### Features:

- Streaks for daily practice

- XP points and different levels
- Leaderboards for friends where you get scored against others by how much you have done
- Adaptive learning lessons for different strengths and weaknesses
- Weakness focus training for words that you have previously gotten wrong

**Strengths:**

- Forms habits through using streaks
- Accessible on multiple platforms
- Short lessons so that it can be apart of a daily routine without taking up much time
- Mixture of audible and visual learning for reinforcement and adaptive learning
- algorithms to determine where weaknesses are

**Weaknesses:**

- Certain features are locked behind pay walls
- Lessons are a bit “shallow” with no depth due to short length
- Due to the heart system, free users are not encouraged to fail and learn from mistakes
- Very repetitive
- No cultural context

▼ Images

8:34

duolingo



Tap the matching pairs

smart

klug

my

mein

or

oder

hello

hallo

very

sehr

CONTINUE



8:34 ↗

duolingo

24



## Select the correct translation



Wasser

Tee

Wein

CONTINUE



8:34



8



0



1470



5

SECTION 1, UNIT 7  
Talk about work





8:34 ↗

duolingo

24



Translate this sentence



Kaffee und Milch,

bitte!

and

bye

Coffee

milk

please

tea

water

yes

CHECK



8:35



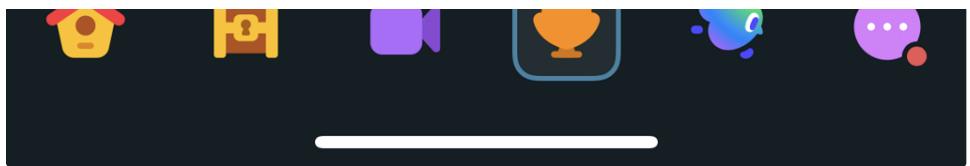
## Gold League

⌚ 5 DAYS



Don't snooze! Do a lesson to start  
competing this week.





- 

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**Application:** Elevate

**Developer / Organisation:** Elevate Labs

**Platform:** Ios, Android

**Link:** [Begin a personalized lesson with Elevate brain training](#)

#### **Description:**

Elevate won Apple's best app of the year in the United States in 2014. It has 40 different game modes that are designed to "improve your brain" through different games for memory, math and processing speed. These games are designed as brain teasers that are backed by research. It also dynamically adjusts the difficulty for a consistent challenge.

#### **Features:**

- Personalised training plans (daily)
- Adaptive difficulty
- Progress tracking with detailed skill reports
- Mini games for each skill

#### **Strengths:**

- Minimal interface
- Highly personalised using algorithms
- Good analytics to show / measure growth
- Professional and polished design
- Lots of different cognitive skills are covered

#### **Weaknesses:**

- Very subscription heavy
- Because of the content being brain teasers it is not as transferrable to day to day life
- Can feel very repetitive
- No community engagement or multiplayer

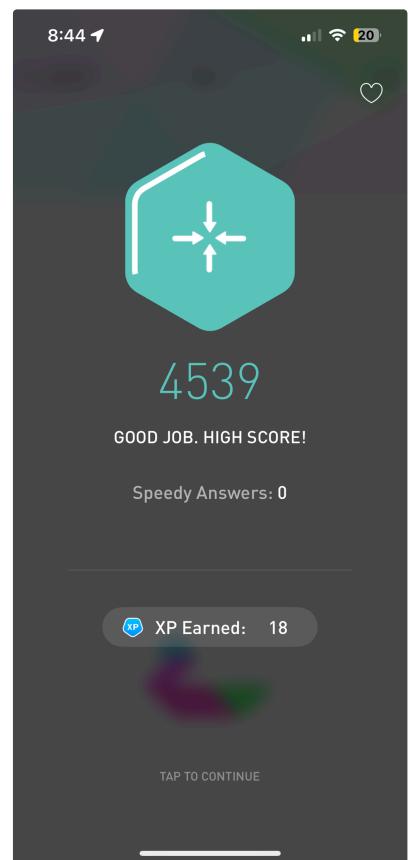
▼ Images

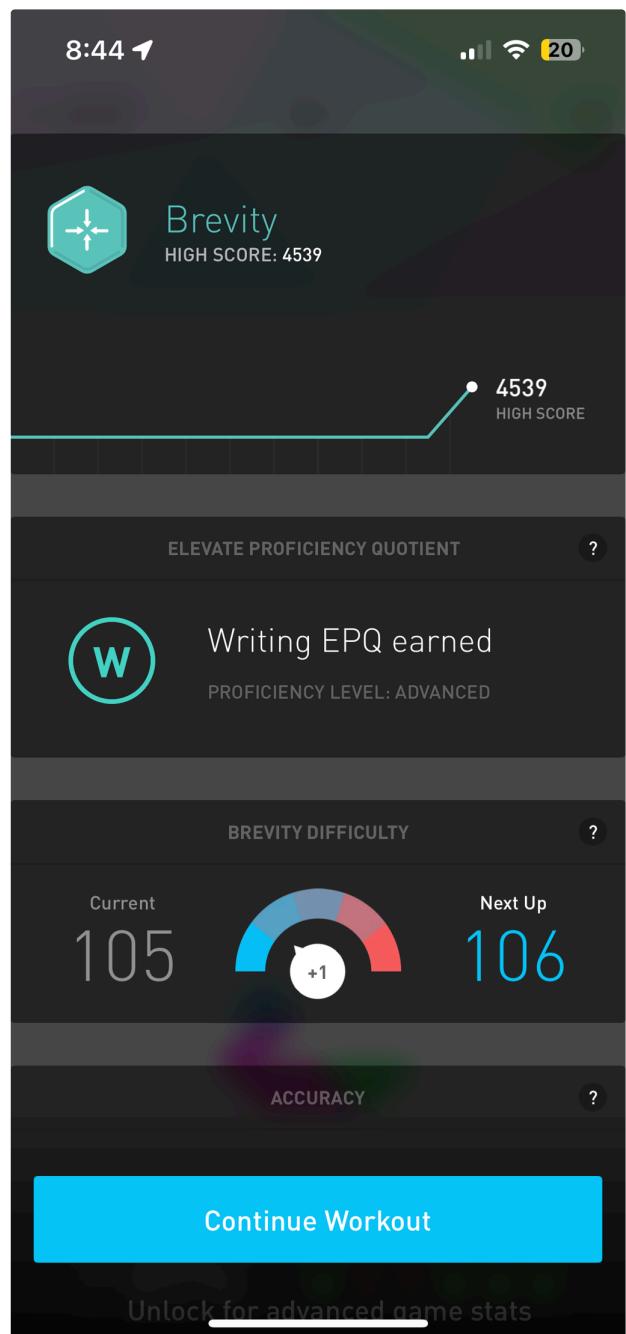


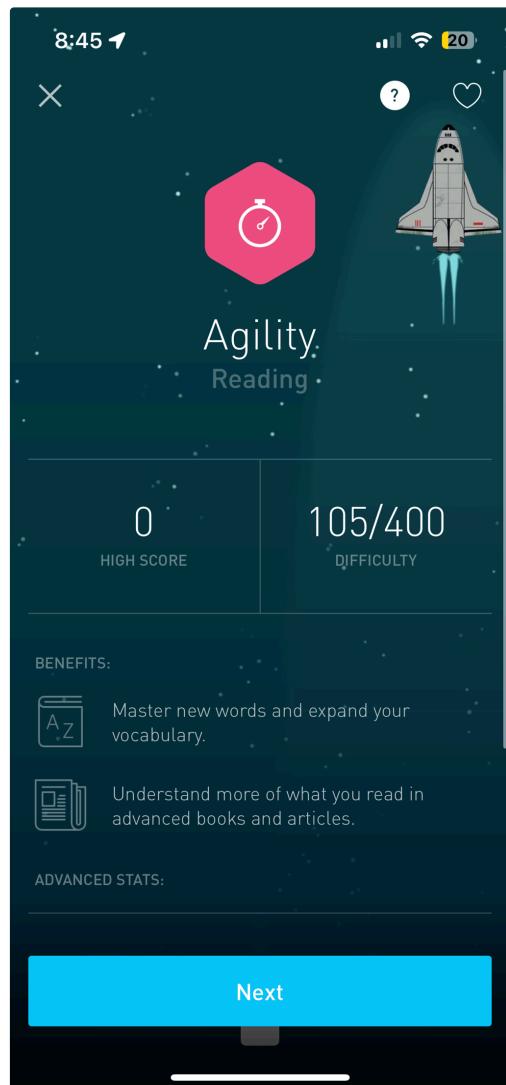
The slide features a dark blue header with white text asking, "What part of the sentence is unnecessary?". Above the header is a small dark blue box containing a white play icon and the number "0". To the right of the header is a small dark blue box containing a white refresh/circular arrow icon and the number "0". In the top right corner, there is a green digital timer displaying ":48". The main content area contains a sentence in black text: "They rationed office supplies in an effort to reduce expenditures." Below the sentence is a horizontal grey progress bar.

What part of the sentence is unnecessary?

They rationed office supplies  
in an effort to reduce  
expenditures.







### Code Readiness Task INDIVIDUAL

Week 5: As you have now begun group work, we want to ensure that every person in the unit has some Java programming experience. To ensure this, every student must complete an individual programming task. This task will be marked via Gradescope, so you do not need to show this during your checkpoint. Instead, it must be submitted by the end of Week 7 (Friday 11:59pm). The details for this task will be released in Week 4. It will have a separate assignment submission page.

## (1a) Brainstorming Potential Project Ideas

Due date	19 Aug 2025
Resources	<a href="#">Project Theme: Teaching and Learning in Canvas</a>

### Background

Project theme is **Teaching and Learning** → This theme also opens up a lot of creative directions as you might choose to build a tool that supports general learning practices, or focus on helping people develop a specific skill or area of knowledge. This theme should also allow you to build an application which addresses a clear need, making for a strong portfolio project.

### Options Considered

	Legal Cases Digest	Cyber Safety Assessor (scams)	Geography Quiz	Another Option ....
Description	Making older and current legal cases more digestible and easier to understand for a layman. This app could provide information for the everyday person to comprehend how the legal system works and how current	Used to identifying what is a scam and what is real. This is designed to focus elderly or people who are afraid about the increasing amount of scams. The application presents a series of realistic scenarios for example emails, messages, notifications, pop ups on websites, fake calls, and the user	A fully functioning geography learning game. It is inspired by GeoGuessr and is designed to learn geography through visuals and gamification. GeoLearn has a more structured learning style where users will progress through short lessons on geographic topics. Some examples could be climate zones,	

	<p>decisions made can affect their lives. Legal comprehension has been significantly low due to the complex language and history that affect future decisions.</p>	<p>must hit a button if it is “scam” or “legitimate”. After each choice, app will provide if they are correct and what were the tell tale signs that made it a scam. It is designed to improve the scam detection of people.</p>	<p>architecture, vegetation etc. Users can then complete challenges in a 2D satellite or map environment. Or even in a 3D street view. It is split into a learning mode and a testing mode.</p>	
<b>Pros &amp; Cons</b>	<p><b>+</b></p> <ul style="list-style-type: none"> <li>Helps the everyday person to improve their legal literacy and empower them to understand their rights</li> <li>Easily available data as legal cases are public record (with no major privacy concerns)</li> </ul> <p><b>-</b></p> <ul style="list-style-type: none"> <li>Could be misconstrued as legal advice</li> </ul>	<p><b>+</b></p> <ul style="list-style-type: none"> <li>It is relevant to today's life as scams are more and more common</li> <li>Meets the teaching and learning criteria</li> <li>Very simple and accessible gameplay with the decision mechanic being easy to understand</li> <li>Large buttons, large or minimal text can also make it senior-friendly</li> <li>Reinforcement learning with immediate feedback if the user was right or wrong</li> </ul>	<p><b>+</b></p> <ul style="list-style-type: none"> <li>Clear alignment with the learning and teaching theme</li> <li>Is different to other examples online as it is both purely for learning but also can be competitive as well (Seterra vs Geoguessr)</li> <li>Very modular design</li> <li>Can be used by a wide audience with lots of different user stories</li> <li>Gamification (better engagement)</li> <li>Could be easy to implement teachable feedback using a database</li> </ul>	<p><b>+</b></p> <p><b>-</b></p>

	<ul style="list-style-type: none"> <li>• Unrealistically huge database, requiring significant summarisation and semantic analysis</li> <li>• Boring without gamification</li> <li>• Ethical concern regarding balancing accessibility with precision to avoid misleading</li> </ul>	<p>similar to apps like duolingo</p> <ul style="list-style-type: none"> <li>• Easy to update with more and new scam examples as they evolve</li> <li>• can use geographical data for localisation for common scams in countries</li> <li>• Low technical barrier compared to the geography quiz as there is no APIs needed</li> <li>• Can be easily Gamified</li> </ul>	<span style="color: red;">-</span> <ul style="list-style-type: none"> <li>• Dependant on external API such as google maps which will have usage limits.</li> <li>• API downtimes can affect the application</li> <li>• Could become an extremely large scope if not careful</li> <li>• Requires good content which means more time will need to be spent preparing location data</li> <li>• Need to investigate how research-intensive this could be</li> </ul>
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<b>Feasibility</b>	Highly unfeasible as parsing through and almost developing NLP model is unrealistic for our resources.	Very high feasibility and would take less time than the geography quiz to implement a minimal viable product. This is due to the lower technical complexity it has. The content sourcing possibly could be larger as a large amount of examples of scams may be harder to find (is this needed or do we only need the minimal viable amount). The project would be impactful as it is designed to teach people how to identify scams and that could save them money. It could be extended by later adding in fake login simulations, phishing, integration with real-world scam alerts etc. There are quite a few scam-awareness resources but few interactive gamified especially designed for elderly users.	To create a minimal viable product within the time frame is very feasible as long as the scope is tightly managed. To ensure this all non necessary features must be deferred to the end or this could become way out of scope. Is also highly feasible when compared to the goal of a “teaching and learning” application. Feasibility of the technical complexity and API access needs to be explored as they will require an API key. Another possibility could be using static maps or open-source map data such as OpenStreetMap	
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linked “Research into Existing Concepts” page (by Rohan)

 **Outcome**

Focusing on a Geography-style quiz.



## (1b) Initial Research - Into Existing Geo And Quiz Apps

This page will be a point of contact for existing concepts.

Date	12 Aug 2025
Created	
Due Date	19 Aug 2025

---

**Application:** GeoGuessr

**Developer / Organisation:** GeoGuessr AB (Sweden)

**Platform:** Webbrowser or Application Base (Android, IOS, Windows, macOS)

**Link:** [GeoGuessr - Let's explore the world!](#)

**Description:**

You are dropped into a 3D view of Google Street Maps and have to “guess” where you are in the world by clicking on the world map. Whilst it builds spatial, cultural and geographical awareness, it also provides a gamefied experience. This has led to competitions, partnerships and monetisation whilst providing a fun learning experience.

**Key Features:**

- Single player modes against yourself or “bots”
- Multiplayer modes against friends (using codes) or skill based match making search
- Both 2D (Map) and 3D representations of the world
- Timed and Exploration modes
- Community made custom maps and game modes

**Strengths:**

- Highly engaging gamefied application
- Educational without feeling like “school work”
- Wide platform availability
- An easy learning curve with modes to increase difficulty meaning it suits a range of skill bases

**Weaknesses:**

- Free Version is limited (Has a subscription version for more features)
- Dependant on Google Street View Data
- Requires Internet Connection
- 

**Technology Stack:**

**Frontend:** Javascript and React (Web application), Unity (Desktop Application)

**Backend:** Node.js, REST APIs

**Data sources:** Google Maps / Street View API

## User Feedback and Ratings:

---

**Application:** Seterra

**Developer / Organisation:** Seterra AB (Acquired by Geoguessr)

**Platform:** Webbrowser or Application Base (Android, IOS, Windows desktop)

**Link:** [Seterra - The Ultimate Map Quiz Site!](#)

**Description:**

Quiz-based geography game designed to focus on teaching geographical features such as country shapes, landmarks and capitals. It also focuses on teaching other geographical features including flags and rivers.

### Key Features:

- 400 quiz maps with 9 quiz modes
- Multilingual Support
- Printable maps for classroom activities
- Custom quiz creation
- Works Both online and Offline
- Classroom support
- Timer and Score Tracking

### Strengths:

- Large range of geography topics
- Multilingual support means it is accessible in more countries
- Works on Low-end Hardware due to its simple design
- Can be used offline with printable maps
- Free to use

### Weaknesses:

- No Multi-dimensional layers (3D and 2D) for connection based learning
- Static quiz may feel repetitive compared to geoguessr
- No real-time multiplayer
- Limited gamification and expansion compared to other modern geography games

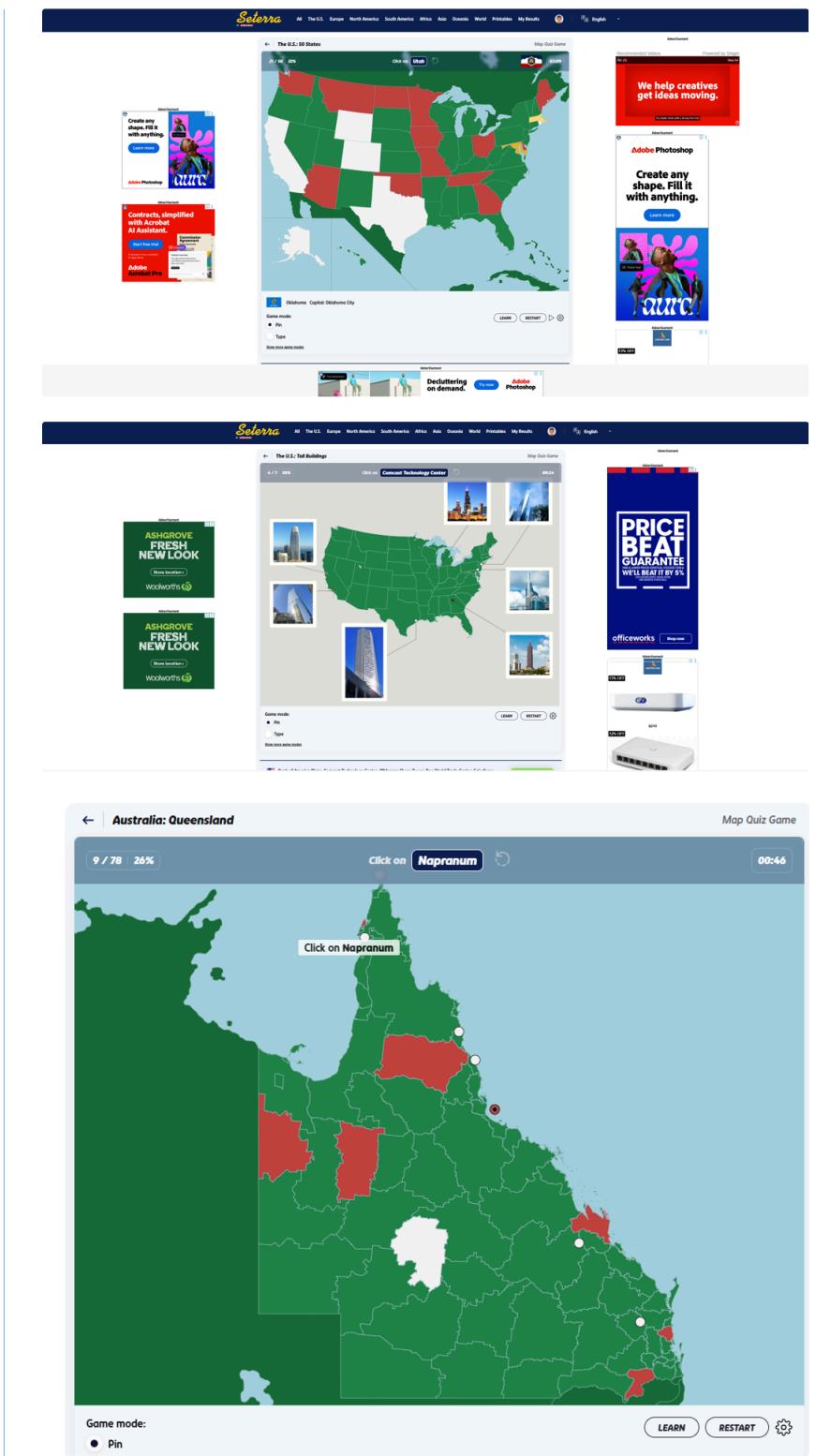
### Technology Stack:

**Frontend:** Javascript, HTML5, CSS3

**Backend:** Not Publicly Confirmed

**Data Handling:** Static JSON/XML datasets

▼ Images of app



## Application: [CityQuiz.io](https://cityquiz.io)

Web based game designed to test how many cities a player knows within a specified region.

- You choose a region and then must type as many cities as possible.
- For each city you name, you get stats such as “Biggest cities” and “Smallest cities”.

- Only focuses on naming as many cities as possible in a region.

Strengths:

- Able to select on a specific region to focus on strengths and weaknesses in knowledge.
- Simple UI: Not much visual clutter. Very easy to get into the gameplay as you're asked to choose a region, with map images, and then immediately shown a map with a title asking how many cities you can name.

Weaknesses

- **Player input for guesses not beginner friendly:** Beginners would struggle as player input involves prior knowledge of city names. **Typed player input for guessing countries does not seem like something we would want to pursue.**
- **Boring gameplay?:** Apart from naming as many cities as possible, there's not much incentive to keep playing or get a better score. There's no pressure as there is no time limit, no lives, but that may lead people to just end the game prematurely as they get bored.
- **Only seems to target people who want to test their pre-existing knowledge.** Again, not beginner friendly.
- **Boring UI.** Though simple and understandable, nothing about the UI really stands out or looks visually interesting.

**How many cities can you name?**  
Test your geography skills. Free to play. [Sign-up optional.](#)

Europe	United States	World
430,000+ plays	400,000+ plays	300,000+ plays
Asia	Canada	Germany
80,000+ plays	50,000+ plays	50,000+ plays
Africa	United Kingdom	Australia

**How many Mexican cities can you name?**

[Try 'Mexico City' or 'Saltillo, Coah.'] Any state ▾

You named 1 city, with a total population of 8,918,653 (9.10% of the national urban population).

Finish and save Clear

## Application: [Mapgame.net](http://Mapgame.net)

Web based game where you get a new country to guess everyday. You're given 10 guesses, and after every guess you get a new hint. You get points at the end of the game depending on:

- How many hints you use
- Your speed
- The accuracy of your guesses
- Whether you actually found the country

Features:

- Three game-modes:
  - Today's Game, the main game-mode: Refreshes with a new country to guess everyday for everyone.
  - Practice Mode: No competition and you can play through many games with different countries. Not shared amongst players.
  - Ranked: Play three consecutive games to be ranked on a global leaderboard.

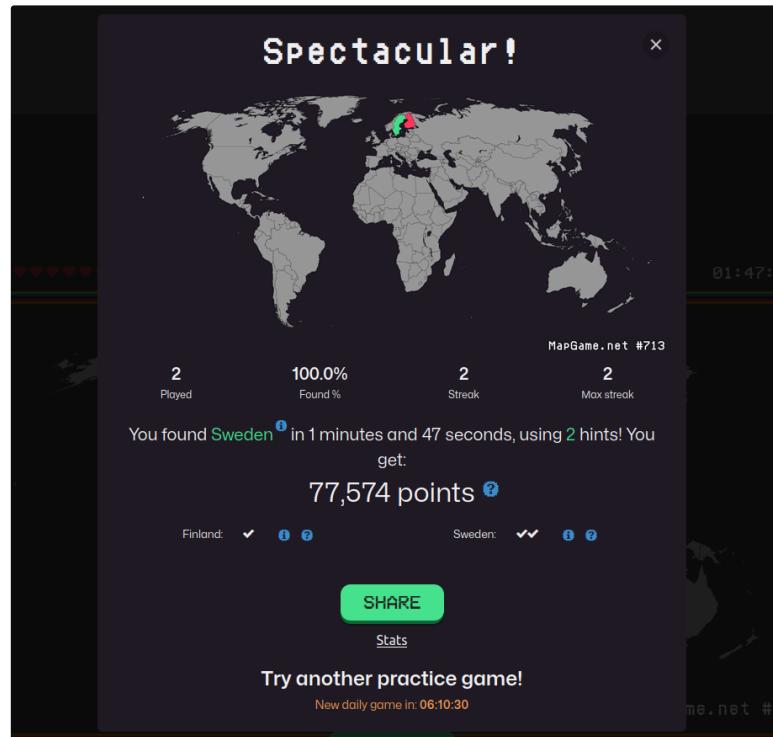
Strengths:

- Simple GUI. A map in the centre draws your eyes immediately. Hearts representing "lives" and a timer along the border conveys the goals of guessing quickly and accurately without needing to read.
- Leaderboard aspect adds competition and motivates players.
- Teaches new facts about countries through the hints, such as alliances, population size, currency, and official languages; doesn't just teach where countries are on the map.
- Countrydex, a reference guide of countries the player can search by fact categories. Gives new players an opportunity to learn.

Weaknesses:

- The Countrydex might look too overwhelming and complex at a first glance.
- **Accessibility:** The red and green colours used to indicate right and wrong country guesses may confuse people with red-green colourblindness.

▼ Images



### Countrydex

All Hemispheres ▾ All Continents ▾ All Regions ▾ All Organizations ▾  
 All Languages ▾ All Flag Colors ▾ All Flag Symbols ▾  
 All Capital Starts With ▾ All Currencies ▾  
 Landlocked  Capital Not Largest [Clear Filters](#)

Showing all countries  
Hover over a country for more info

AFGHANISTAN	ALBANIA	ALGERIA	ANDORRA	ANGOLA	ARGENTINA	ARMENIA
AUSTRALIA	AUSTRIA	AZERBAIJAN	BAHRAIN	BANGLADESH	BELARUS	BELGIUM
BELIZE	BENIN	BHUTAN	BOLIVIA	BOSNIA AND HERZEGOVINA	BOTSWANA	BRAZIL
BRUNEI	BULGARIA	BURKINA FASO	BURUNDI	CAMBODIA	CAMEROON	CANADA
CENTRAL AFRICAN REPUBLIC	CHAD	CHILE	CHINA	COLOMBIA	CONGO	COSTA RICA

---

**Application:** Education OpenGuessr

**Developer / Organisation:** PaulPlay (Open Source)

**Platform:** Web Browser

**Link:** [Education OpenGuessr](#)

**Description:**

Education OpenGuessr is a free, open-source web application where you are quizzed on countries, common locations and regions to sharpen geography-guessing skills (for other games such as GeoGussr). You can select a country to learn about, in which it gives a general overview of the country and its stats such as phone number extension, population count, GDP etc. Then you guess different locations within that country after being provided a StreetView map - just like GeoGussr. There is no point count or leaderboards.

**Features:**

- Many guides on improving GeoGuessr-specific skills such as using keyboard shortcuts, Street View coverage, road lines, using cars etc.
- Ability to study maps of specific countries
- Play interactive quizzes to test your knowledge of a country - timed, 3 modes (click, type, learn), suggests other quizzes
- No login
- Externally linked to Geometas and OpenGuessr

**Strengths:**

- Intuitive to navigation, well-done UX
- Different game modes
- Reference guides to learn content instead of quizzes or playing the game
- Broken down into digestible sections
- Open-source (and available on GitHub)
- Free and accessible, no login required

**Weaknesses:**

- No progression tracking - does not invite user back to the platform
- Most countries do not have any information
- Simplistic and basic UI

▼ Click here to expand...

Master geo-guessing through interactive articles, challenging quizzes, and clever metas.

**Study countries**  
Study country metas, common locations and regions. Start to recognize countries with ease.

**Play quizzes**  
Challenge yourself in engaging geography quizzes that teach the fundamentals you need to become a pro.

**Discover guides**  
Learn how to guess where you are and discover new tips & tricks to elevate your game.

**Beginner**

- The compass**  
Learn how to use the compass to determine the hemisphere.
- Keyboard shortcuts**  
A cheat sheet for keyboard shortcuts in GeoGuessr.
- Fast movement**  
Find out how to move a lot more quickly inside of the Street View.
- Map basics**  
Learn what maps are, what coverage is and how they differ.
- Street View coverage**  
Find out how to differentiate between camera generations.
- Restrictions & NMPZ**  
Learn about game controls and discover restrictions.

**Intermediate**

- Driving side**  
Learn in which countries people drive on the left or right side of the road.
- Road lines**  
Distinguish road lines from another and learn where to find which colors.
- Alphabets**  
Find out which alphabets and languages are in use and where.
- Trekker coverage**  
Learn what Trekker coverage refers to and how Pros use it.
- European gua**  
Find out which t where in Europe

**Australian states & territories Quiz**

Click on Victoria.

Similar quizzes:

- Oceanian capitals**
- Oceanian countries**
- Oceanian flags**

**Application:** GuessTheMovie.Name

**Developer / Organisation:**

**Platform:** Web Browser

**Link:** [GuessTheMovie.Name](https://www.guessthemovie.name)

**Description:**

A web-based game that presents a daily challenge to identify a film. You are provided with a still image and must guess which movie (from a database) the image is from. You have 6 guesses, and if your guess is incorrect, another image with more context is provided. As the guesses progress, the provided image becomes more indicative of the movie.

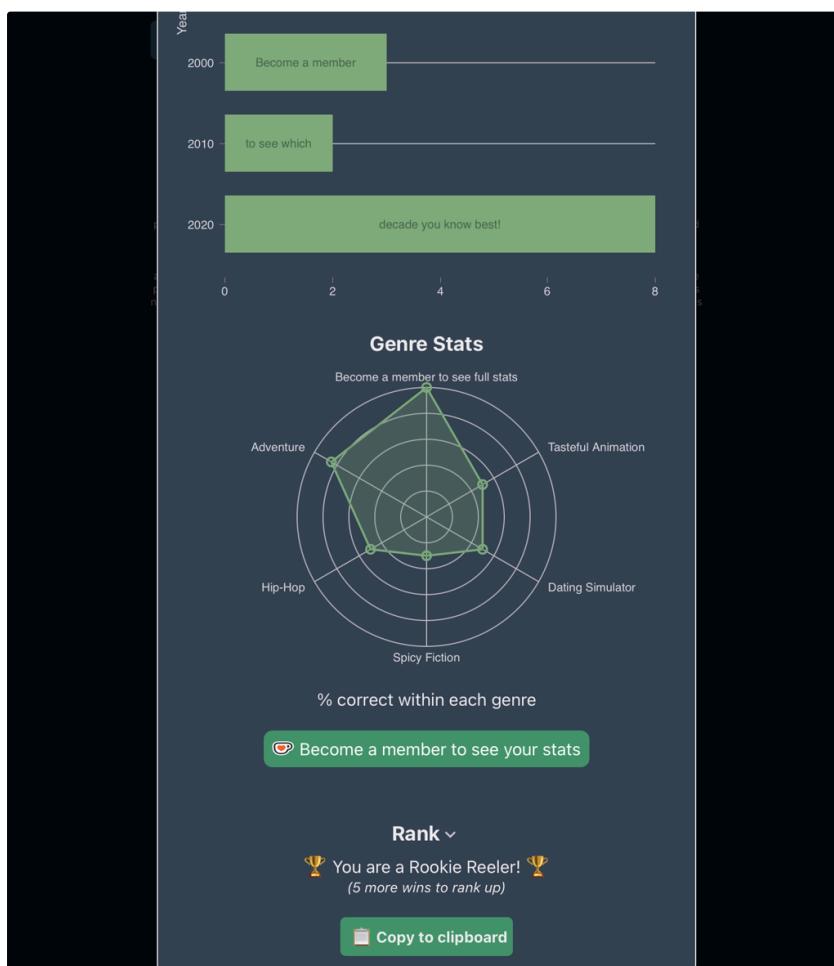
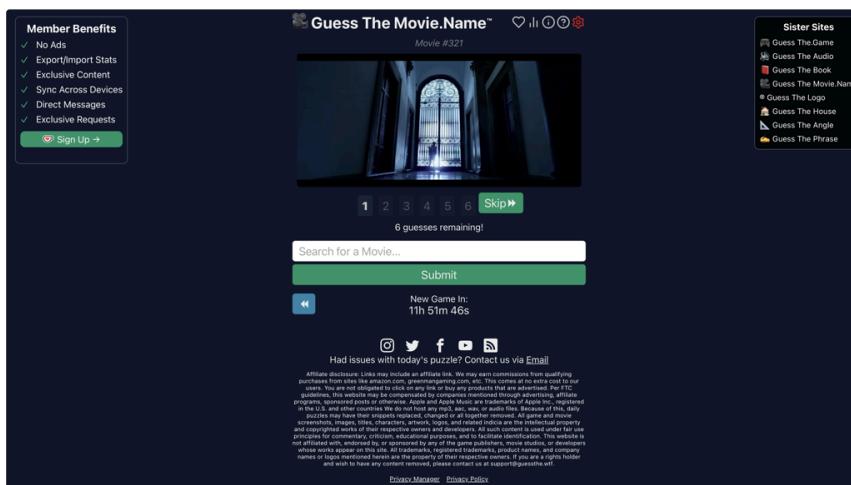
**Strengths:**

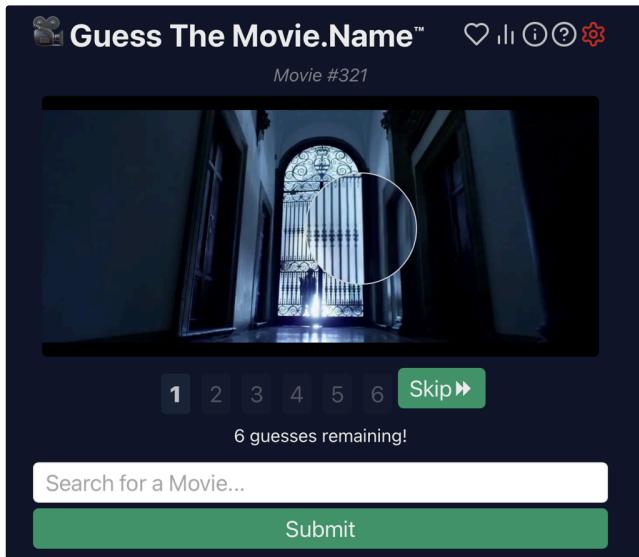
- User-focused engagement loop as it provides a daily puzzle for users to return for
- Time tracking in game
- Progress tracking with stats (streaks, win distribution, genre stats, decade stats, win percentage)
- Expanded to sister sites with games, audio, books, logos, etc.
- Engaging gameplay
- Simple UX

**Weaknesses:**

- Unaesthetic UI
- No increase in levels of difficulty
- Only 1 topic, not flexible with selecting genre or regions
- No educational benefit
- Lacks cross-device access - hover feature does not work on mobile

▼ Images





**Application:** Logo Quiz

**Developer / Organisation:** Bubble

**Platform:** Web Browser, IOS, Android

**Link:** [Logo Quiz Web](#)

#### Description:

Logo Quiz is a web based or application game that has numerous level sets where you are given a picture of a logo with missing key features and you have to guess the name of the logo. To unlock further levels you need to answer correctly guess a certain amount of logos. For each guess you can receive up to 3 stars depending on how close you were to guessing.

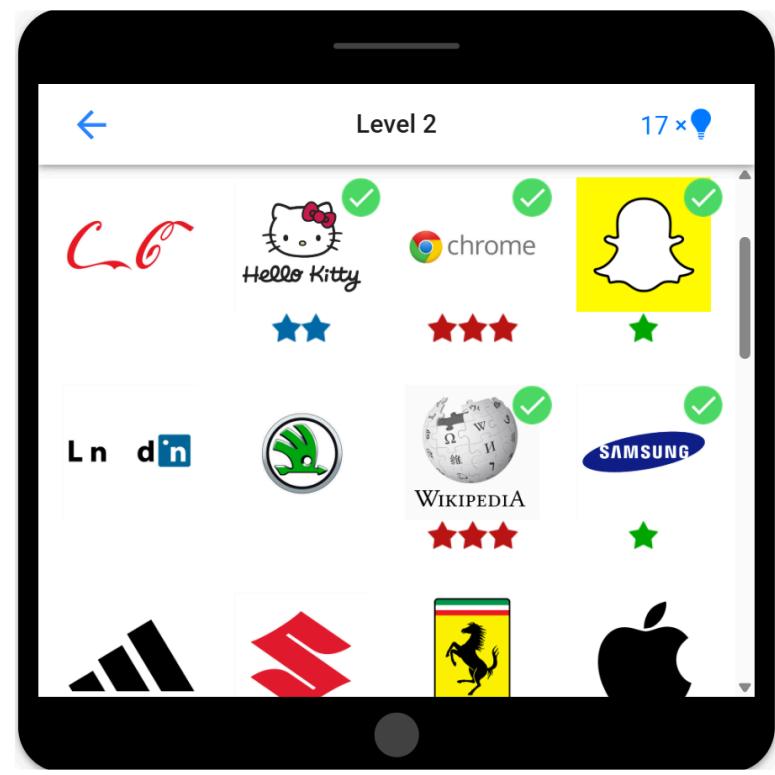
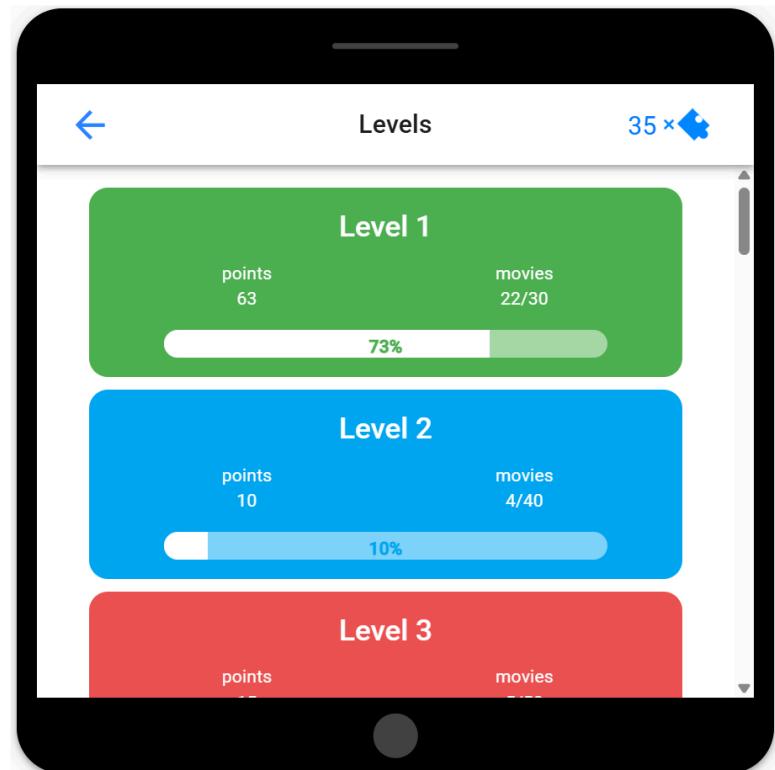
#### Features:

- Level based - unlock levels the more correct logos you guess - can access a few levels at the same time
- 21 Levels with more logos to guess for higher levels - bonus levels with different categories
- Statistic page to view your stats (e.g. levels completed, logos guessed, hints used)
- Go back and view past levels so you can brush up on your knowledge
- Can select which logos to guess in a level (don't have to go through a certain order)
- Login feature to save your data and continue where you left off
- Online leaderboard based on both points and logos guessed

#### Strengths:

- Simplistic design (can be used on low end systems)
- Numerous ways to login (google, facebook or email)
- Easy to use interface
- Plenty of levels and logos to guess (long progression)

▼ Images of Logo Quiz



Application: Guess the picture - Image Quiz

Developer / Organisation: WordWall

Platform: Web Browser

Link:

[Guess the picture.](#)

### Description:

A guess the image based game where you are given a blank canvas and pixels from the image are slowly revealed. Once you think you know the answer, you can buzz in and take a guess from 3 choices. You gain points based on how much of the image was revealed before you guessed.

### Features:

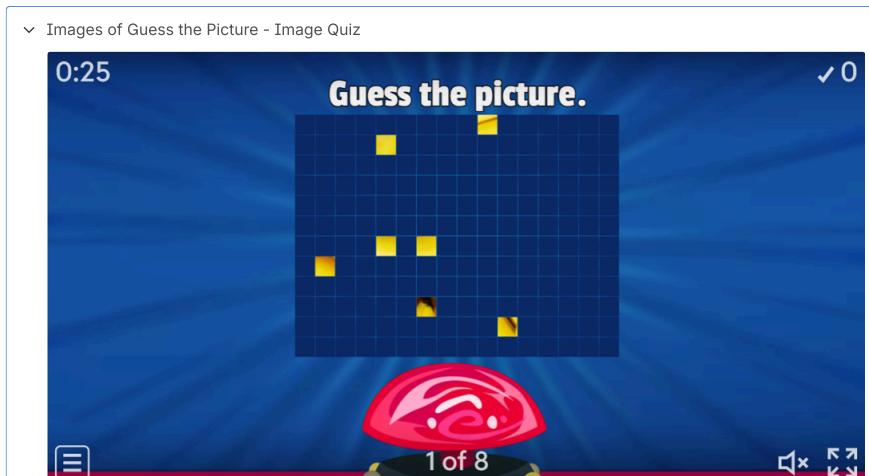
- Restart/pause option
- Point system based on how much of the image is revealed
- Leaderboard showing highest points scored
- Limited to only 8 questions
- Fullscreen option
- Fun, colourful screen

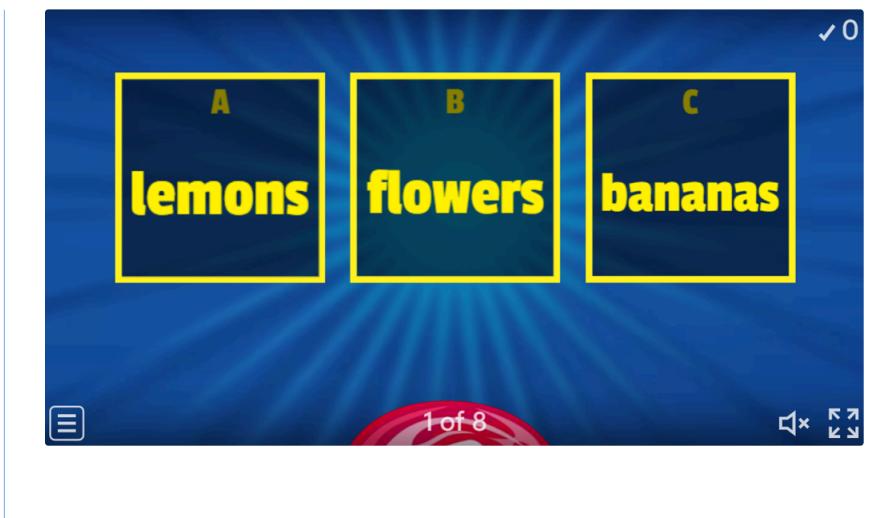
### Strengths:

- Simple to understand and play
- 3 answers to choose from
- Shows the correct answer if you get the image wrong (fully reveals image)
- Shows what question you are currently on
- Able to go back and view all the answers upon completion

### Weaknesses:

- Very limited amount of questions (8 total)





**Application:** Duolingo

**Developer / Organisation:** Duolingo Inc.

**Platform:** Web, Android, Ios

**Link:** [Duolingo - Learn a language for free @duolingo](#)

#### Description:

Duolingo is an application designed for teaching the user a new language. It uses a gamified short lesson structure with streaks and lives to incentivise learning the language. It has adaptive learning features with different types of modes that are designed to target different areas. For example, you can't learn a language by just reading so it has listening and speaking lessons as well.

#### Features:

- Streaks for daily practice
- XP points and different levels
- Leaderboards for friends where you get scored against others by how much you have done
- Adaptive learning lessons for different strengths and weaknesses
- Weakness focus training for words that you have previously gotten wrong

#### Strengths:

- Forms habits through using streaks
- Accessible on multiple platforms
- Short lessons so that it can be part of a daily routine without taking up much time
- Mixture of audible and visual learning for reinforcement and adaptive learning
- Algorithms to determine where weaknesses are

#### Weaknesses:

- Certain features are locked behind pay walls
- Lessons are a bit "shallow" with no depth due to short length
- Due to the heart system, free users are not encouraged to fail and learn from mistakes
- Very repetitive

- No cultural context

▼ Images

8:34

duolingo

25%



Tap the matching pairs

smart

klug

my

mein

or

oder

hello

hallo

very

sehr

CONTINUE

8:34

duolingo

24



## Select the correct translation

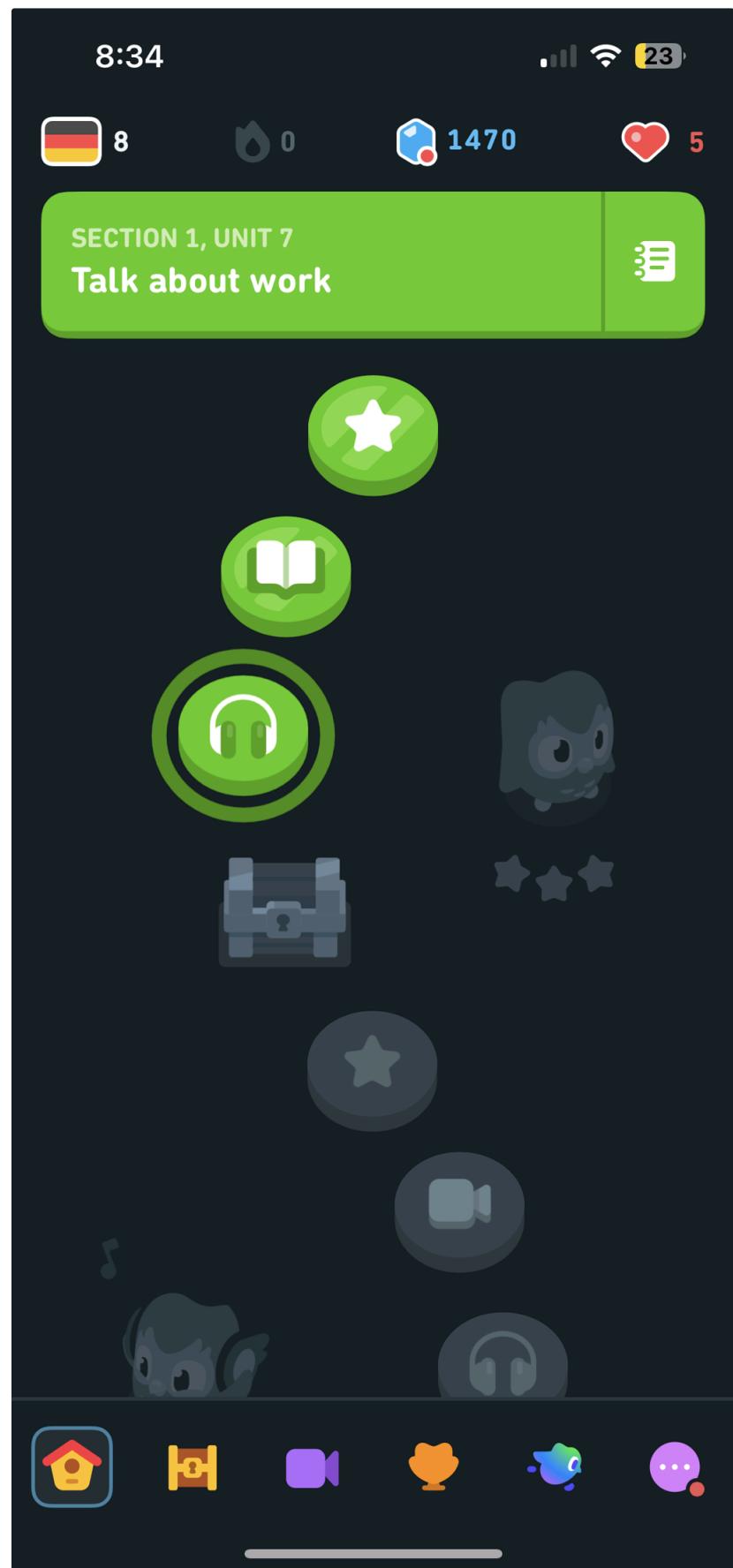


Wasser

Tee

Wein

CONTINUE



8:34

duolingo

24%



duolingo

Translate this sentence



Kaffee und Milch,  
bitte!

and

bye

Coffee

milk

please

tea

water

yes

CHECK

8:35

23°

## Gold League

⌚ 5 DAYS



Don't snooze! Do a lesson to start  
competing this week.



**Application:** Elevate

**Developer / Organisation:** Elevate Labs

**Platform:** Ios, Android

Link: [Begin a personalized lesson with Elevate brain training](#)

#### Description:

Elevate won Apple's best app of the year in the United States in 2014. It has 40 different game modes that are designed to "improve your brain" through different games for memory, math and processing speed. These games are designed as brain teasers that are backed by research. It also dynamically adjusts the difficulty for a consistent challenge.

#### Features:

- Personalised training plans (daily)
- Adaptive difficulty
- Progress tracking with detailed skill reports
- Mini games for each skill

#### Strengths:

- Minimal interface
- Highly personalised using algorithms
- Good analytics to show / measure growth
- Professional and polished design
- Lots of different cognitive skills are covered

#### Weaknesses:

- Very subscription heavy
- Because of the content being brain teasers it is not as transferrable to day to day life
- Can feel very repetitive
- No community engagement or multiplayer

▼ Images

## Your starting EPQ

WRITING: 3202 ADVANCED

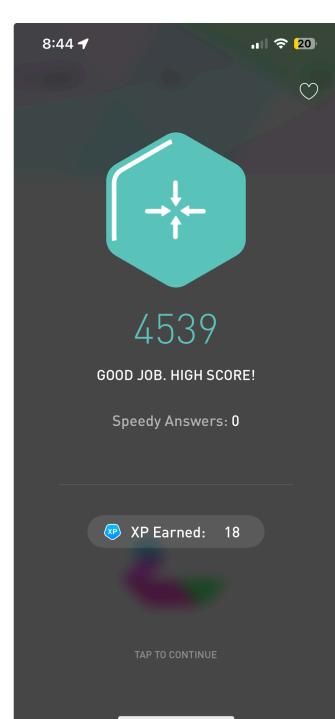
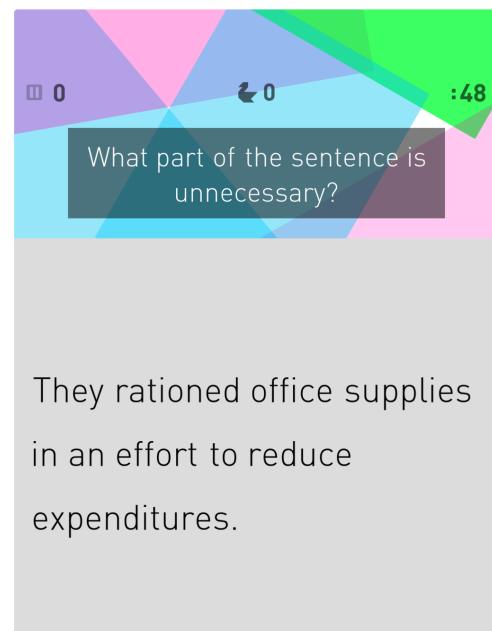
SPEAKING: 3202 ADVANCED

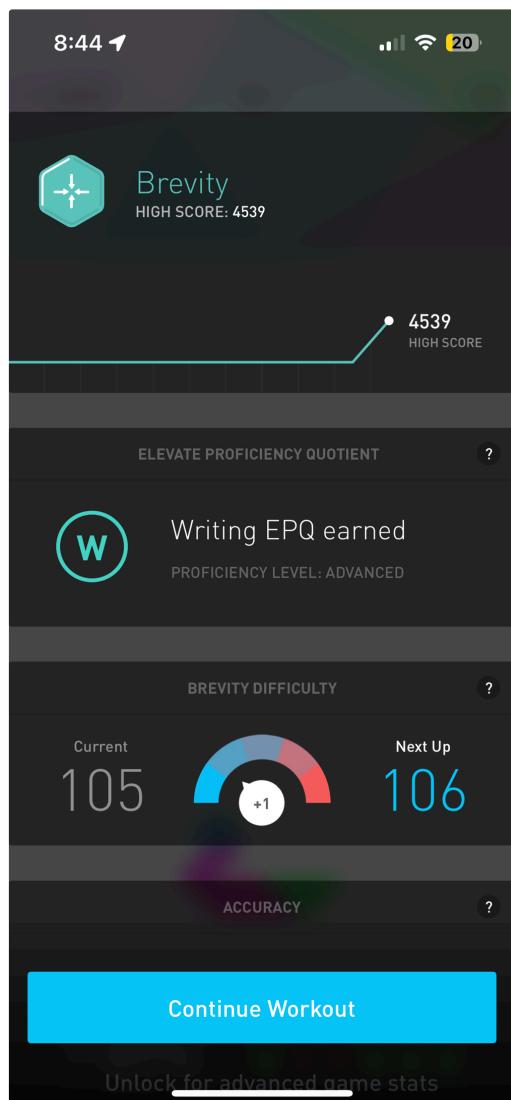
READING: 3202 ADVANCED

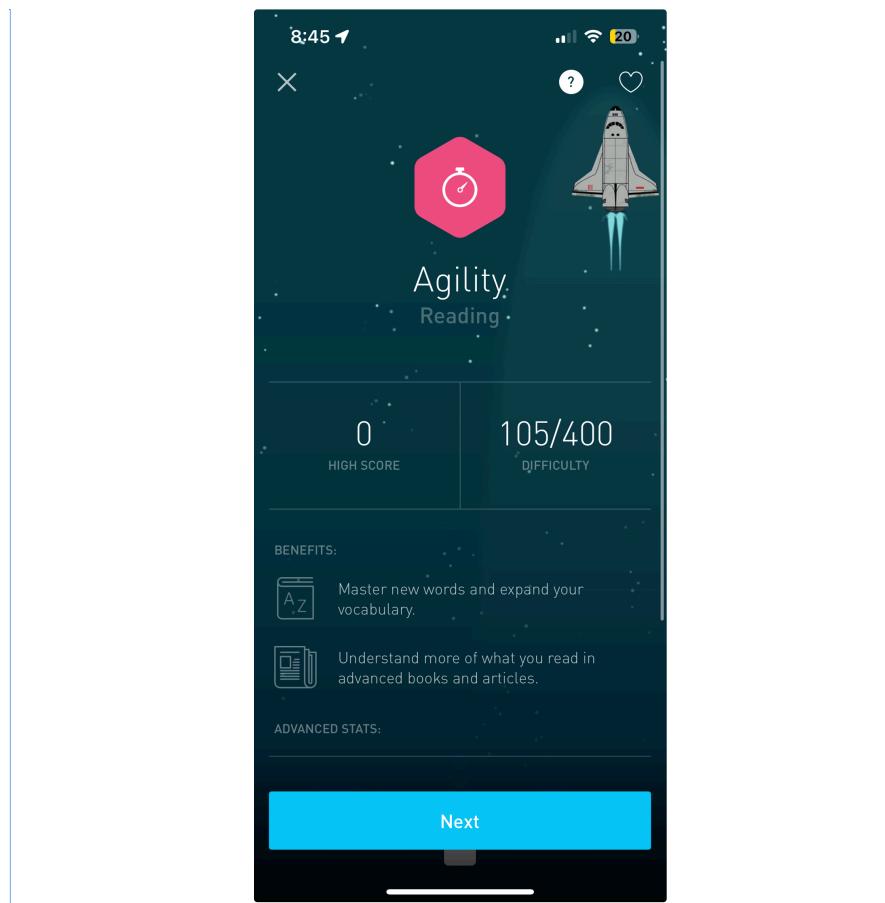
MATHS: 3202 ADVANCED

MEMORY: 3202 ADVANCED

[Finish setting up account](#)







## (1c) Finalised Project Idea - Brainstorming Geo App Features

### Researched Apps

Geo Quiz App	Features
Geoguessr	<ol style="list-style-type: none"> <li>1. Exploration mode - can implement timed version if insufficient, encouraging research</li> <li>2. Gamified</li> <li>3. Both 2D (Map) and 3D (Street view) representations of the world</li> </ol>
Seterra	<ol style="list-style-type: none"> <li>1. Multilingual Support</li> <li>2. Custom quiz creation for online and offline use</li> <li>3. Multiple types of quiz modes</li> <li>4. Timer and Score Tracking (progress tracking)</li> </ol>
Mapgame.net	<ol style="list-style-type: none"> <li>1. Multiple game modes - “today’s game”, “practice mode”, “ranked”</li> <li>2. Simple UI - clean lines, gameplay at the centre of screen</li> <li>3. “Lives” instead of number of guesses</li> <li>4. Points based on hints used, speed, accuracy of the guesses</li> <li>5. Hints revealed in facts under guessing screen</li> <li>6. 2D map - when hovering, country name is displayed at top and colours changed based on accuracy of guess (red and green)</li> <li>7. Country index - all hints organised into topics</li> </ol>
Cityquiz.io	<ol style="list-style-type: none"> <li>1. Organised facts into region</li> </ol>

Education OpenGuessr	<ol style="list-style-type: none"> <li>1. Opens on Homepage that introduces to app exploration</li> <li>2. Reference guide - built by the user as they play more</li> <li>3. Teach more than just country-based facts</li> </ol>
Guessthename.N ame	<ol style="list-style-type: none"> <li>1. <del>Cross-device compatibility</del></li> <li>2. Personal stats displayed visually</li> </ol>
Logo Quiz	<ol style="list-style-type: none"> <li>1. Unlocks levels as you progress (more facts, more hint points, <del>historical countries</del>)</li> <li>2. Stars awarded depending on how quickly and accurately the guess was made</li> <li>3. Spending stars/lives for a “better” hint</li> </ol>
Guess the picture	<ol style="list-style-type: none"> <li>1. <del>Blurs image/content until making guess</del></li> </ol>
Duolingo	<ol style="list-style-type: none"> <li>1. Structured learning for different types</li> <li>2. Daily streaks</li> <li>3. Leaderboard</li> </ol>
Elevate	<ol style="list-style-type: none"> <li>1. Visual proficiency bars for categories (like regions or continents)</li> </ol>

#### Features we like:

- Guessing the country. Based off:
  - Image?
  - Hints?
  - Map?
  - Flag?
  - Landmarks?
- If wrong guess:
  - Give hint that teach facts about a country, like population size, official language, which countries it borders, etc.
- Game modes?
- Offline and online?

- Scoring system: Accuracy, amount of wrong guesses, time
- **Personal Reference Guide:** correct guess adds the country to personal rolodex (achievements, trophies, unlocking facts)
- **Selecting country based off of a 2D map**
  - Quiz mode? Additional feature

### **Chosen High Level Features**

- If wrong guess: Give hint that teach facts about a country, like population size, official language, which countries it borders, etc.

### **Requirements**

- Login with authentication
- API access or open source integration of map data
- Database including player information, scoring
- Scoring system with logic that determines whether the user is correct or incorrect

### **Main Game Features (Essential)**

- User input: Selecting countries from a 2D Map
- Hints: Text hints with facts
- Points: Accuracy, amount of hints, time
- Hints added to Countrydex for referencing. Guide is built by the player as you play.
- Passport stamp after proficiency of country

### **Additional Game Features (Like to have?)**

- Text based quizzes for revision?

### **Possible Game Features**

- Text based quizzes for revision?

## **Where is the Gap in the Market?**

### **What is currently done by the apps researched?**

Looking into all of the research done in 1b and on this page, where does our geography game/learning application fill a gap in the market? Geoguessr focuses on immersive street view and leans on exploration and purely fun instead of structured learning.

Seterra has limited gamification but great classroom use with their static quizzes. [Mapgame.net](http://Mapgame.net) is more of a fun daily

guessing game but the actual learning is very narrow by finding the countries through hints. [Cityquiz.io](#) focuses on naming cities but lacks variation or strong gamification. Duolingo has a fantastic adaptive learning and recurring learnign through streaks but is not related to geography. Elevate also is not related to geography but provides good adaptive skill and difficulty based on how the user is progressing. Elevate also lacks community and multiplayer.

### So where is the gap?

There is no geography app on the market that provides a combination of these appliations into one simple application. The application should have the adaptive learning of elevate, with habit-forming daily play similar to duolingo. It should integrate community similar to how geogueser and duolingo do with either multiplayer, or through leaderboards. Finally a structured learning progression by building knowledge step-by-step instead of guessing.

## Design Ideas

- Guess a country each day (similar to mapgame) with a daily streaked link to passports.  
User gets a passport that has a stamp for that day country for each day correct but if they miss a day they lose all their stamps
- Hints that actually teach where each guess unlocks a meaningful fact about the country (population, flag, culture, language, landmarks, world events etc.) This encourages users to get things wrong as you learn more if you do unlike duolingo
- Skill paths by tracking individual areas such as regions of the map, flags, capitals, landmarks, culture etc... This uses an algorithm to scale the difficulty dynamically with harder countries / landmarks or even countires that have not been tested in a while.
- Game layer, collect all countries in your “passport”, possibly different passport for daily and non daily? or passport for non daily and another identifier for daily streaks.
- Achievements for being certain challanges (naming all countires, naming all of a region, naming all continents, identifying a # of flags).
- Variety of game modes including competitive timed modes, exploration modes, multiplayer battles, weaknesses
  - Timed modes could be a race against time, like how fast can you name every country
  - Exploration modes would be learning without any time or competitiveness more of just a structured learning.
  - Mutliplayer battles could be a kahoot style geography game or geoguessr style.
- Global leaderboard and friend leaderboard. Friends can see eachothes passports

#### Differentiating Features:

- Offline Support (setterra's strength)
- A personal knowledge book where every country you have unlocked is there and some interesting facts about them
- Adaptive progression using an algorithm similar to duolingo will show you words you have not seen in a while or questions you have previously gotten wrong but will not show questions you have gotten right 3 times in a row
- Custom quizzes like setterra that teachers can build. The differences is that the quizzes are more gamified
- Scoring beyond just accuracy but also including average answer time, number of hints used, wrong guesses and learnign efficiency

#### What is the Minimal Viable Product?

##### Core Goal:

A working geography quiz game where users can guess countries on a map, get hints if wrong, and track their score.

##### Authentication and User Profiles (10 - 15 hours of work)

- Basic Login / signup
- Store user information in database
- Possible implementation of using google accounts
- Will need to integrate with score tracking and user progress to the user

##### Core Quiz Engine (30 - 40 hours)

##### Game loop:

- Show country outline or 2d map or flag
- User guesses the country
  - If wrong → show fact based hint
  - If correct → award points and go onto the next question
- Scoring system includes accuracy, time and amount of wrong guesses
- Timer implemented for challange modes

##### Database and Content (20 hrs)

- Database of countries including:
  - Name

- Images
- Flag
- Neighbouring Countries
- Population
- Capital
- Landmarks
- Database of hints
  - Linked to relevant country
  - Point based hint showing how strong that hint is
- Store users progression and correct / incorrect guesses

#### **UI/UX and gameplay flow (20 hours)**

- Simple interface for MVP: login → play → results
- Map selection screen (World map or continent or flags etc.)
- End of game results and progression / user summary

#### **Basic Progression System (10 hours)**

- track which players the countries have mastered (unlocked)
- A simple “World Passport”

#### **Features if MVP is completed early**

##### **Streaks and Daily Challenge (20 hours)**

- Daily geography challenge like guess the country
- Daily streak counter (Based on a 24 hour period or based off of date?)

##### **Leaderboards and Multiplayer (30 Hours)**

- Global leaderboards based on scores and times for each gamemode
- Friend codes to compare results (NO real-time multiplayer)

##### **Adaptive Difficulty (similar to elevate) (Unknown)**

- Track user performance by region / topic
- Adjustable difficulty based on area and weak areas
- Create an algorithm that finds the next question by using a mixture of difficulty, previously incorrect questions, time since answering the question last etc.

#### Offline Mode (Probably in MVP depends on if using API) (Unknown)

- Quizzes will work offline with cached country data

#### Custom Quizzes (Unknown) (AFTER OFFLINE MODE)

- Custom quizzes would be accessible in offline mode and would allow for user focused or class focused learning

#### Achievements and Unlockables (10 hrs)

- Custom challenges that would earn stamps. This would go along mastering each country, but possible challenges could be guessing all countries without hints on the world map. Mastering 10, 20, 100, all countries. Completing “no-hint” games,

#### App Name ideas:

- WorldWise
- Globequest
- MapMinds
- GeoPath
- GlobeTrotter
- StampQuest
- GeoPass
- **Wayfarer**
  - GeoFarer.io
- Stampix
- GeoVisa
- GeoPort
- **PortHub**
- Fernweh
- Atlas Quest
- Passport Play
- **Geostreak**
- Know the world
- **Terratrack**
- GeoPassport
- World Stamps
- Stamply
- Passly
- Passaro
- WorldStamp
- PassTop
- паспорт

#### Words for naming related around the geography and passport

Geo	Pass
Geography	Stamp
Terra	Visa
Atlas	Book
Earth	Document

World	Card
Land	Journey
Country	Travel
Topology	Id
Cartography	Plane Ticket
Globe	

## Repository Setup - Setting up Git

### Why Git?

This project will use git and GitHub for version control. This will ensure that multiple people can work on multiple different tasks over time. Git supports branching, pull requests and code reviews that will allow everyone to work as a team. To get the most out of GitHub an organisation will be created.

### Why an Organisation?

An organisation allows us to manage the project at an organisation level instead of at a repository level. Thus, people can have different access levels. The main reason an organisation will be used is due to centralised management and access. This means that as a team not one person will have core access over the repository but will be access at an organisation level instead. Using this feature also allows more features like branch protections, GitHub actions, necessary code reviews and more which can all be considered to be implemented at a team level.

### How to setup Git in IntelliJ

#### Git pipeline design

##### Repository structure

###### Master

Master will be used only for stable ready code that could be used to show the application at a development level

###### Development

This will act as an integration branch for new features.

###### Feature/\*

Feature branches for new quiz integration. UI Improvements etc.

###### Bugfix/\*

Any Bug fixes will go in here

## Releases/\*

This is a pre-release branch. This is for final integrations. Where this is in a release state, and can have different releases at a level where it could be published (semi) professionally

## Git Branch Protection (Master) (As of 13/08/2025)

To ensure that the git branches are maintained a protection using the organisation features will be implemented. In the beginning, only on the master branch and release branches will this occur. This will ensure all issues are sorted out before making it to this branch. Further evaluation into what protection features should be added to other branches should be made.

Rule	Enabled / Disabled	Additional Enabled Sub Rules	Additional Comments
Require a pull request before merging	Enabled	Dismiss stale pull request approvals when new commits are pushed (Ensures other members are reviewing the newest code)	We currently have no restrictions on who can approve requests.
Require status checks to pass before merging	Disabled		Would be nice to add in the future. Essentially status checks to ensure the code passes a given test.
Require conversation resolution before merging	Enabled		Means that if someone finds any issues and wants to comment on that issue. This must be resolved before merging the branches.
Require signed commits	Disabled		Not necessary as a team of five with low security

			concerns. Can be implemented if need be.
Require linear history	Disabled		Enabling Linear history will ensure that the commit log is easier to read and understand but limits to a strict linear history policy
Require deployments to succeed before merging	Disabled		Would be great to enable, currently have no deployments.
Lock branch (Read Only)	Disabled		We want to read and write to branch not just read
Do not allow bypassing the above settings	Disabled		Although everyone is set up as an administrator hence anyone can bypass these restrictions, the restrictions will be more used as a failsafe as a “are you sure you know what you are doing”.
Restrict who can push to matching branches	Disabled		No one person needs to have control over pushing to matching branches.

		If someone causes an issue, it is a small enough project it is easy to revert commits.
Allow force pushes	Disabled	Force pushing can be allowed on other branches, but for the master and release branch there should be no reason to force a push as we do not want any errors or warnings occurring in the first place. This can be changed on a discretionary basis
Allow deletions	Disabled	No one should be deleting matching branches.

# All Meeting Notes Ever in Project

[Create meeting note](#)

## Incomplete Tasks from Meetings

Description	Due date ▾	Assignee	Task appears on
<input type="checkbox"/> determining a project name			Meeting Notes - W5 Tutorial
<input type="checkbox"/> add screenshots of apps (into 1b)			Meeting Notes - W5 Tutorial
<input type="checkbox"/> prepare for checkpoint 1			Meeting Notes - W5 Tutorial
<input type="checkbox"/> brainstorm and categorise user stories			Meeting Notes - W5 Tutorial
<input type="checkbox"/> finalised name of project			Meeting Notes - W5 Tutorial
<input type="checkbox"/> prepare for checkpoint 1			Meeting Notes - In W5 (Monday, 18/08/2025)
<input type="checkbox"/> brainstorm and categorise user stories			Meeting Notes - In W5 (Monday, 18/08/2025)
<input type="checkbox"/> determining a project name			Meeting Notes - In W5 (Monday, 18/08/2025)
<input type="checkbox"/> add screenshots of apps (into 1b)			Meeting Notes - In W5 (Monday, 18/08/2025)
<input type="checkbox"/> finalise on the name for the project			Meeting Notes - In W4 (Wednesday, 13/08/2025)

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## Decisions from Meetings

Title	Decisions
<a href="#">Meeting Notes - In W4 (Wednesday, 13/08/2025)</a>	<p>✓ completed and signed Team Compact</p> <p>✓ agreed on some high level features</p>

<a href="#">Meeting Notes - In W5 (Monday, 18/08/2025)</a>	<ul style="list-style-type: none"> <li>✓ essential features of project</li> </ul>
<a href="#">Meeting Notes - W2/3 Tutorials</a>	<ul style="list-style-type: none"> <li>✓ To use Jira as Project Management tool</li> <li>✓ To use Instagram group chat as informal communication tool</li> </ul>
<a href="#">Meeting Notes - W4 Tutorial</a>	<ul style="list-style-type: none"> <li>✓ finalised project idea</li> <li>✓ agreed upon Discord as primary communication method</li> <li>✓ upcoming meeting time</li> </ul>

## All meeting notes

Title	Creator	Modified
<a href="#">Meeting Notes - In W4 (Wednesday, 13/08/2025)</a>	Hannah Alukka	15 minutes ago
<a href="#">Meeting Notes - W5 Tutorial</a>	Hannah Alukka	yesterday at 9:50 pm
<a href="#">Meeting Notes - In W5 (Monday, 18/08/2025)</a>	Hannah Alukka	yesterday at 9:47 pm
<a href="#">Meeting Notes - W4 Tutorial</a>	Hannah Alukka	Aug 12, 2025
<a href="#">Meeting Notes - W2/3 Tutorials</a>	Hannah Alukka	Aug 12, 2025

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<a href="#">Meeting Notes - In W4 (Wednesday, 13/08/2025)</a>	Hannah Alukka	15 minutes ago
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<a href="#">Meeting Notes - In W5 (Monday, 18/08/2025)</a>	Hannah Alukka	yesterday at 9:47 pm
<a href="#">Meeting Notes - W4 Tutorial</a>	Hannah Alukka	Aug 12, 2025
<a href="#">Meeting Notes - W2/3 Tutorials</a>	Hannah Alukka	Aug 12, 2025

# Meeting Notes - W2/3 Tutorials

## Date

29 Jul 2025 & 5 Aug 2025

## Team Attendance

29 Jul 2025

- Hannah Alukka
- Jayden Salvati
- Meileen Chong
- Rohan Bell
- Thomas Nimmo

5 Aug 2025

- Hannah Alukka
- Jayden Salvati
- Rohan Bell

## Goals

N/A - as provided in Practicals

## Discussion Topics

- group formed by end of W2 prac
- discussed expectations (as facilitated by in-tutorial work)
- agreed upon Jira as the project management tool
- discussed potential project ideas, did not agree on a final idea and decided to revisit the following week
- agreed upon casual communication method and created group chat in Instagram
- agreed upon MS Teams as formal method of communication, lead by [@Meileen Chong](#)
- created GitHub as organisation for the purpose of easier repo management and more team features available, lead by [@Rohan Bell](#)
- unsuccessful attempts to pull request for GitHub during W3 prac
- set up Jira (and Confluence) for project, lead by [@Hannah Alukka](#)
- yet to successfully link GitHub organisation page to Jira project (for on-demand view of pull requests)
- Team Compact document started
- found MS Teams difficult to navigate, yet to decide on alternative method

## Action Items (for 12/8)

- finalise on primary/formal communication method (Discord)
- all team members to be successful in pulling requests and commits from the repo
- successfully link GitHub organisation page to Jira project
- complete Team Compact document
- collaborate and edit current Jira setup for efficiency
- finalise on project idea

## Decisions

-  To use Jira as Project Management tool
-  To use Instagram group chat as informal communication tool

## Related Materials

# Meeting Notes - W4 Tutorial

## Date

12 Aug 2025

## Team Attendance

- Hannah Alukka
- Jayden Salvati
- Meileen Chong
- Rohan Bell

## Goals

- finalise on primary/formal communication method
- all team members to be successful in pulling requests and commits from the repo
- successfully link GitHub organisation page to Jira project
- complete Team Compact document
- collaborate and edit current Jira setup for efficiency
- finalise on project idea

## Discussion Topics

- completed Week 4 Prac
- agreed upon primary form of communication → Discord
- set up Discord server, by [@Meileen Chong](#)
- collaborated and edit current Jira setup
- finalised on project idea → Geography-style quiz
- completed further research into Geo-style existing applications
- organised next meeting time via WhenToMeet

## Action Items (for next meeting 13 Aug 2025 )

- complete missed goals
  - all team members to be successful in pulling requests and commits from the repo
  - complete Team Compact document
- completed Week 4 Practice (individually)
- finalise on the name for the project

## Decisions

 finalised project idea

☒ agreed upon Discord as primary communication method

☒ upcoming meeting time

## Related Materials

# Meeting Notes - In W4 (Wednesday, 13/08/2025)

## Date

13 Aug 2025

## Team Attendance

- Hannah Alukka
- Jayden Salvati
- Meileen Chong
- Rohan Bell
- Thomas Nimmo

## Goals

- complete missed goals from previous week
  - all team members to be successful in pulling requests and commits from the repo
  - complete Team Compact document
- completed Week 4 Practice (individually)
- finalise on the name for the project

## Discussion Topics

- completed Team Compact
- reviewed initial research thus far
- collaborated and agreed on some high level features
- next step to research at least 2 apps before next meeting

## Action Items (for next meeting 17 Aug 2025 )

- everyone to research into at least 2 apps before next meeting

## Decisions

- completed and signed Team Compact
- agreed on some high level features

## Related Materials

# Meeting Notes - In W5 (Monday, 18/08/2025)

## Date

18 Aug 2025

started at 8:00pm, ended at 9:45pm

## Team Attendance

- Hannah Alukka
- Jayden Salvati
- Meileen Chong
- Rohan Bell

## Goals

- everyone to research into at least 2 apps before next meeting
- determining a project name
- discuss High Level Requirements of MVP and narrow down a project concept

## Discussion Topics

- discussed everyone's research and highlighted features we would want to implement into our project
- discussed essential features we liked (and will implement) and did not like
- discussed cross-compatibility, decided it should not be focused on at all.
- discussed potential project names
- covered Checkpoint 1 requirements

## Action Items (for next meeting 19 Aug 2025 )

- add screenshots of apps (into 1b)
- prepare for checkpoint 1
- brainstorm and categorise user stories

## Decisions

 essential features of project

## Related Materials

# Meeting Notes - W5 Tutorial

## Date

19 Aug 2025

## Team Attendance

- Hannah Alukka
- Jayden Salvati
- Meileen Chong
- Rohan Bell
- Thomas Nimmo

## Goals

- determining a project name
- add screenshots of apps (into 1b)
- prepare for checkpoint 1
- brainstorm and categorise user stories
- finalised name of project

## Discussion Topics

- 

## Action Items (for next meeting)

- 

## Decisions



## Related Materials