

Let's Multiply!

MVP Scope

For the most part, I have not changed the APIs. In parts of the Swagger 'contract', I had placed information about 'challenge' mode and that has been moved out of scope for MVP. However, I did note that it is a valid mode in the Swagger, in the event I have enough time to reach that stretch goal and can implement it successfully and with high quality.

Stretch Features

Two main features were removed from MVP scope and placed into Stretch Features: Challenge Mode and "Quit and Return to Home" link (available on active Game Play screens).

Challenge Mode has to do with passing a parameter of 'challenge' into the API so it can be set appropriately in the document in the database. This was to be used for the history section of the application, so the user (or his or her parent) could view that they participated in a challenge mode and see the results of that. If I did have time to implement this, I would simply be passing that mode in as a parameter and we can simply display this in the UI (along with the questions that were answered during challenge mode game play).

The second feature that was moved out of scope for MVP and into a Stretch goal is the 'Quit and Return to Home' screen. This would not affect the APIs at all but rather have additional work for the UI. The original intention was a quick way for the in-progress user to stop what they were doing. My thoughts were that we couldn't just stop without persisting the data (otherwise they could just close the browser tab of the application and be done with it). So, we would have needed to present the user with some type of confirmation to make sure that's really what they wanted to do, give

them an option to save, etc. Though I think this is a real-world scenario, I don't think it's necessary for MVP. Relating back to the service layers though, I don't think any APIs need to be modified or added/removed.