**Final Year Project Progress Report**

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**0.0 Abstract**

This project is to build a web application that can be accessed on mobile in which participants are given a personality based on their answers to a series of questions. This is a progress report – it should be noted that many aspects of the web application mentioned are not final and are subject to change. The majority of progress made is conceptual.

1. **Introduction**

As per the preliminary report, the need for such an application is for both entertainment purposes as well as a means of providing information for an individual as a unbiased, third party. This report showcases a new proposed format of the web application with accompanying wireframes for different components of the application as well as for the various pages.

**2.0 Background Technology**

2.1 AngularJS

AngularJS involves developers moving the task of filling page templates with data from the server side to the client side. The reasoning behind choosing to use AngularJS (in combination with HTML) is due to past experience with the programming language. Furthermore, it simplifies the process of acting as a pipeline for the MVC (Model-View-Controller) components, meaning there is less coding required. AngularJS also allows for dependency injection. [1]

**3.0 Non-Core Elements**

A personality is difficult to quantify, to put into words. This app will serve to help users to their personalities into a category. However, users may want to know more – what will their personality tell them about their life?

The features include

- Strengths vs. Weaknesses

- Career Paths

- Romance

- Notable People’s Personality

These features are implemented as they tend to be quite important to most people.

3.1 Strengths vs Weaknesses

This feature will allow users to see the strengths and weaknesses associated with certain personalities. Users may be able to identify with these and may take them on board, looking strengthen their weaknesses and build upon their strengths.

3.2 Career Paths

Even in third level education, some people are still unsure about what they want to do as their job. It is not uncommon that students choose a college course and are then unsure if the job prospects after are suitable for them, regardless of their skillset. Participants may find this feature useful as it shows what kind of careers are suitable with their personalities. It can help give users a sense of direction, an idea, or even a further affirmation that they have chosen the career path that is right for them.

3.3 Romance

The romance feature is one that shows users what kind of personalities are most romantically compatible with their own personality. This can be entertaining for couples to see if they’re “really compatible” and also can be interesting for individuals to see what kind of people would suit them.

3.4 Notable People

The famous personalities are not from those who have taken the quiz themselves but from votes of the public – which will reroute the user to an external website (https://www.personality-database.com/). This implementation is simply to add another element for users.

**4.0 Design**

The web application has a very simple design – there is no need for intricacy and a “less is more” approach is taken when regarding the front-end layout.

The user input will be in the form of the selection of a radio button. These radio buttons have a neutral colour so that participants won’t associate an answer with negative/positive connotations. The radio buttons also increase in size, in order to help indicate the value of the input and therefore how strongly and individual agrees or disagrees with a statement.

A group of numbers

Description automatically generated with low confidence

**Fig. 4.0.1:** Input to allow users to answer questions

The web app will include a sidebar. The sidebar will remain fixed, meaning that it will stay in place even when scrolling, meaning the buttons on the sidebar will be visible at all times. The buttons on the sidebar gives users access to features beyond just determining participants’ personality. These features will include relevant information pertaining to the participant’s personality such as Strengths vs Weaknesses, Career Paths etc and this is further discussed in USP. These features will contain a search bar so that users can search for a feature (e.g. strengths vs. weaknesses based on a certain personality. The sidebar will be present on every page.

**Graphical user interface, application

Description automatically generated**

**Fig. 4.0.2:** Sidebar containing features

4.1 Home Page

The home page of the application will have a quick introduction explaining the goal of the web app followed by the first questions /statements and the corresponding user inputs. A next button will be present at the end of the page in order to move onto the results page. The sidebar will be present at the left side of the page.

Graphical user interface, text, application

Description automatically generated

**Fig. 4.0.3:** Wireframe of Web App’s Home Page

4.2 Results Page

The results page will have the personality type of the participant at the top as a header. There will then be a description of the personality given and an accompanying image will be pertain to the personality returned. The sidebar will be present at the left side of the page.

Table

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**Fig. 4.0.4:** Wireframe of the Results Page

4.3 Feature Pages

The feature pages will all follow a similar style. The feature selected will be displayed in the pages title. A chart briefly describing the traits associated with the different personalities. This can act as a guide for users if there is a desire to check the features of personalities with certain traits. The remained of the page will contain the feature of each personality in a list of paragraphs, tidily arranged and accompanied with images and illustrations. There will also be a search bar at the top of the page in the case that participants would rather search for the feature of a specific personality as opposed to scrolling and searching through the page. The sidebar will be present at the left side of the page. If a on a feature page, the feature’s button in the sidebar will be coloured slightly differently from the other buttons or have a thin border in order to portray that the feature is selected.

Table

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**Fig. 4.0.5:** Wireframe of the Strengths vs. Weaknesses Pages

**5.0 Societal Impact**

This application is far more likely to have an impact on individuals than on a group of people or society as a whole. This application is designed to guide people who have trouble identifying the kind of person they are – a personality is difficult to categorise without the use of an external knowledge (e.g. a personality quiz).

With the use of the features, the application can also help people find what careers are suited to them and what kind of romantic partner would be most compatible with them, two very important pieces of information.

**6.0 Challenges**

There are numerous challenges that will arise during the development of this application, both expected and not.

The main concern of this project is time constraint. This project will take time, even disregarding other coursework and thesis writing. The features (Career Paths, Romance, etc.) are new elements that take the application a step further than just being a personality quiz, however their implementation will be easier said than done and some aspects may have to be dropped from the project along the way.

Another concern is the technologies. The use of a database will be forgone for the sake of simplicity and time for this project, however this could lead to other issues in its absence.

**7.0 Planned Work**

The next step in this project is the coding itself. An environment has been set up already and now the next goal is to create a home page. The home page will be the most challenging part of this project as it will require the most thought – building the components for the user inputs as well as the sidebar code.

The other main objective is to figure out how user inputs determine the user’s personality (i.e. if a user strongly disagrees with a statement, how will that input shape the result?). This will need to be done for all statements given to the user and then also individually for each input (seven per question).

**8.0** **Conclusion**

The development of the web application will certainly prove challenging. There are numerous pages and the precision needed to accurately predict a user’s personality using their reaction to a statement will be difficult. Design attributes such as fonts, colours, images, icons and spacings are also subject to change during the development process of this application. The programming will have to be carried out consistently over the coming months, and certain aspects may end up having to be omitted.

**9.0 References**

[1]: Sakshi Mishra (2020) *8 Reasons why AngularJS should be used for development*, https://www.edureka.co/blog/why-angularjs/: