Hello and welcome to the statistical interpretations app! The goal I had in mind with this app was to use it as a helper for struggling STAT 200/100 students who may need help with how to correctly interpret various statistics and tests. Before I get into the specifics, my contact information is as follows in case you want to reach out to me for any reason: Peter Phillips (Class of 2023), email pop126633@gmail.com, phone number 240-474-2223.

Question Bank: The sample question bank is loaded in the docs folder. You can choose whether or not you want to add hints to the game portion, that has been done in other apps. The "level" is based on the difficulty of the question - I had a plan to do an adaptive type game, where if selected, the app would first give level 1 questions, than after getting 2 or 3 right, it would move to level 2 questions and then eventually level 3 after getting x number of those questions correct. It would also decrease levels if you got one or two wrong etc.

Overview page: This page is all done. It tells you exactly what the app is supposed to do so just make sure the app follows the description ie. change the overview page if you choose to go in a different direction.

Prereq page: This page is intended to have two parts. Pretty much I was trying to go for a definition and interpretation for each term, ie. what a p-value is, and also how to interpret it. Any term that is in the question bank should go in the prereqs.

Game page: The inspirations for this game was the price is right cliff hangar game (look it up if you want). Essentially as the player gets more questions wrong, the hiker is supposed to get closer to the top before eventually falling off. I would recommend doing a random amount of distance moved after every wrong answer to give it more of a surprise for the user. Included in the docs folder are all the cartoons you will need; there are 3 different hiker expressions for use at different times (normal hiker, scared hiker as he gets close to the cliff, and hiker falling off cliff ie. game over). This game should be coded very similarly to the tree climbing apps, and you'll just need to have a random selection criteria for the questions from the question bank. I would also suggest giving the player an option for the level of difficulty they want to play at (1, 2, 3, or adaptive).

References: Add if you consult other things.

As I said before, feel free to contact me with anything you need, I'll be glad to help!