Melbourne's Best Decision Making App

Contributors:
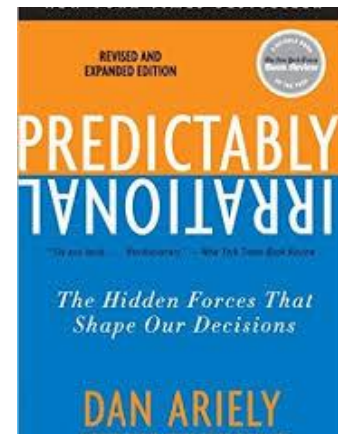Carl Camit, Hannah Bourke, Jared Hutchinson & Gretchen Scott

Are any of us actually any good at making decisions?

https://www.ted.com/talks/dan_ariely_asks_are_we_in_control_of_our_own_decisions/up-next

Dan Ariely suggests that none of us are actually any good at decision making…….

What a good problem to solve!

1. Our App Concept:

Dan Ariely may be an well educated and respected authority on decision-making, but us?

We just couldn't decide on what to name our app….

So we wrote a program to help us make a decision.

Examples of the Problem:

- Individuals can't decide between alternatives (i.e. which university to go to),
- Groups can't decide between alternatives (i.e. coding geeks can't decide where to drink on Friday after class),
- So many decisions, so little time……

The Solution:

- An app that helps people make decisions,
- The app lets people enter their ideas and then vote on them,
- If they're really lazy, the app can make a choice for them.

So……. let's run the program and

name our app

2. Our Code

➜ When planning the app, we thought we would need many different classes. While programming, we discovered that the app actually only needed one Class.

➜ Further development with user preferences requires a second Class (User Class) to be created, which we began working on.

3. Our Process

We considered 2 different problems to solve; a preference selector or a voting system. When drawing these concepts on flow charts, we discovered a lot of crossover between the two. We decided to start with one and try to integrate the other if we had time.

➜ **Development**
　　There was a lot of backwards and forwards and changing of project scope and implementation.

➜ **Technical Issues**
　　There were technical trip ups at unexpected places.

Development & Technical Process:

We went on a reiterative journey of:

- Writing code and fixing our errors,
- Realising it didn't quite interact with the real world,
- Altering the project scope,
- Writing more code and fixing more errors in an infinite loop.

The Development & Technical Process:

- Started with individual pseudo code that could solve the problem.
- We then came together to compare what was similar and what was different…..
- We split up to create what code we could individually create for a short period of time, then spent Friday afternoon combining code and working through problems collaboratively.

Technical hiccups:

- The arrows on draw.io (they pointed upwards)
- What if the user only entered one alternative, we needed to force at least two.
- How do we let voters get out of the voting loop? Fixed so the enter key can be used to escape it.
- Had a HUGE win and figured out max.do code so stopped and had a beer!
Then realised max.do didn't actually help us at all, so used a sort function.

Technical hiccups:

Adding preference based voting....
WOW! Can of worms! This one we didn't fix.

Throughout the process, the technical issues were constant.

Some we worked through, and some we decided not to battle with.

Technical hiccups:

Gems

Consideration list:

    FX Ruby

    Highline

    Raty Rate

    JQuery

    Colorize

    Schulze _Voting

Implementation list:

    Prompt TTY

    TTY Spinner

    Rainbow (for Carl)

Ethical issues:

The application could potentially be used in a malicious or negative way, or by a person in a depressive state (for instance, suggesting on dangerous or risky behaviour).

DISCLAIMER: *The team at Project Kangaroo assumes no responsibility for injury, loss of income, loss of life or emotional damage as a result of use of the program.*

Where to now?

Enhance individual user profiles (revote, delete).

Preference ranking over single vote.

Tie into a larger filter app (integrate google maps api).

Improve UX.

Currently negotiating an acquisition contract with FB.

4. Questions

What haven't we covered that you want to know more about?

➜ **Purpose of app**

➜ **Programming stuff**
The nitty gritty

Project Milestones / Mental State

Thursday

You want us to do what? By
when? Hahahahah....
Oh, wait, you were serious.

Saturday & Sunday

This is SUPER HARD to
code!Why did we think this
was a good idea?

2017	4 days later in 2017

Friday

Ok, we have a good idea,
can't be too hard to code....

Monday

YAY! We can do this!
Oh, wait… Carl wants to
make it harder…..