Google Home Trivia App

December Monthly Report

Team MGN

January 4, 2018

Summary

During the month of December, Team MGN focused primarily on implementing the various components of the Google Home Trivia App system. Primarily, the team continued to develop the data access module by adding more robust error handling, and by testing the module with a local Mongo database. Furthermore, the team continued to develop the game's state machine. However, as of yet there is not a working prototype of the game's state machine. Over the next month, we will achieve a working prototype of the game and implement unit testing upon the current code base.

Monthly Efforts

Project Planning

- Key topics discussed in team meetings this month
 - Server storage
 - Corey K. said the Google Home Trivia App server components will not currently be able to be put on APH's servers, so we will have to provide hosting for these, if only temporarily
 - The RESTful service that provides trivia questions will likely be maintained in Firebase as a Firebase function
 - Any Mongo server used to hold the trivia questions will likely be maintained in Mongo Atlas

Project Implementation

- Added more robust error handling to the RESTful service that provides trivia questions
- Migrated trivia questions to a local Mongo database and successfully tested a local instance of the RESTful service that provides trivia questions using said database
- Worked on the state machine for the game by adding several different ways in which the user can invoke the app

Immediate Objectives For December

Software

- Work on developing the trivia game state machine on the Google Home server module
- Work on converting the questions data into questions the Google Assistant can ask the user(s)
- Refactor the live RESTful service so it pulls trivia questions from a Mongo database hosted in Mongo Atlas
- Continue to examine and refine the questions data
- Begin implementing unit tests upon current code base

Reporting

• Create a Software Test Plan