

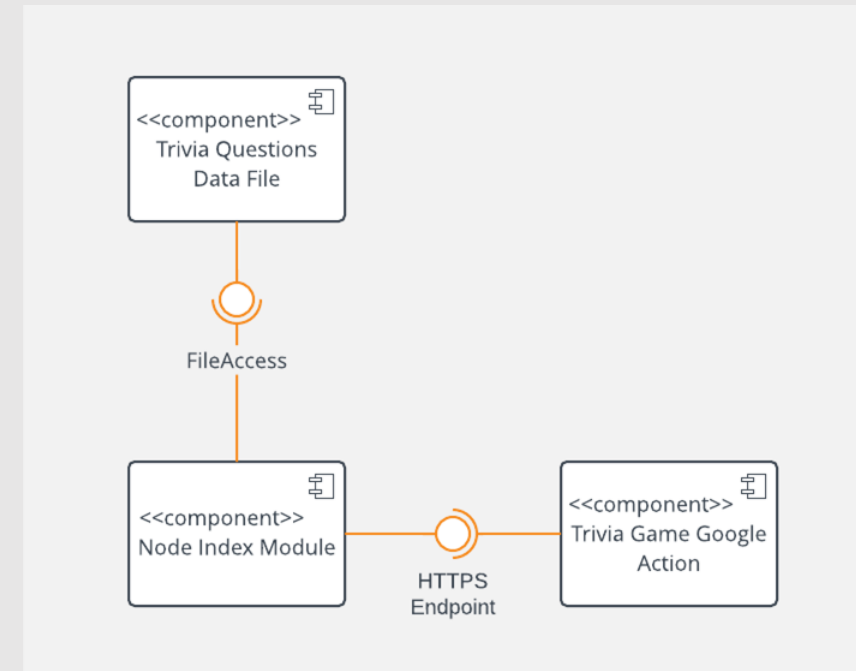
# Google Home Trivia App SAS Report

Team MGN

Joseph Olin, Ben Pister, Michael Roark

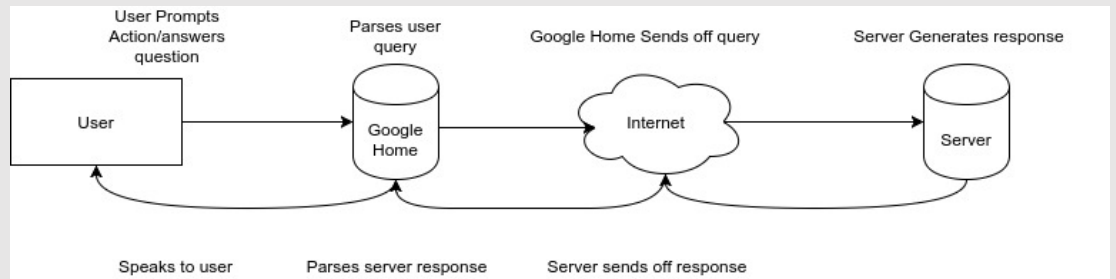
# Subsystems

- Client
  - Runs inside Google Assistant
  - Responsible for the utterance that triggers our app launch
- Server
  - Handles conversation with the user
- Data Store
  - Stores the questions for game interaction

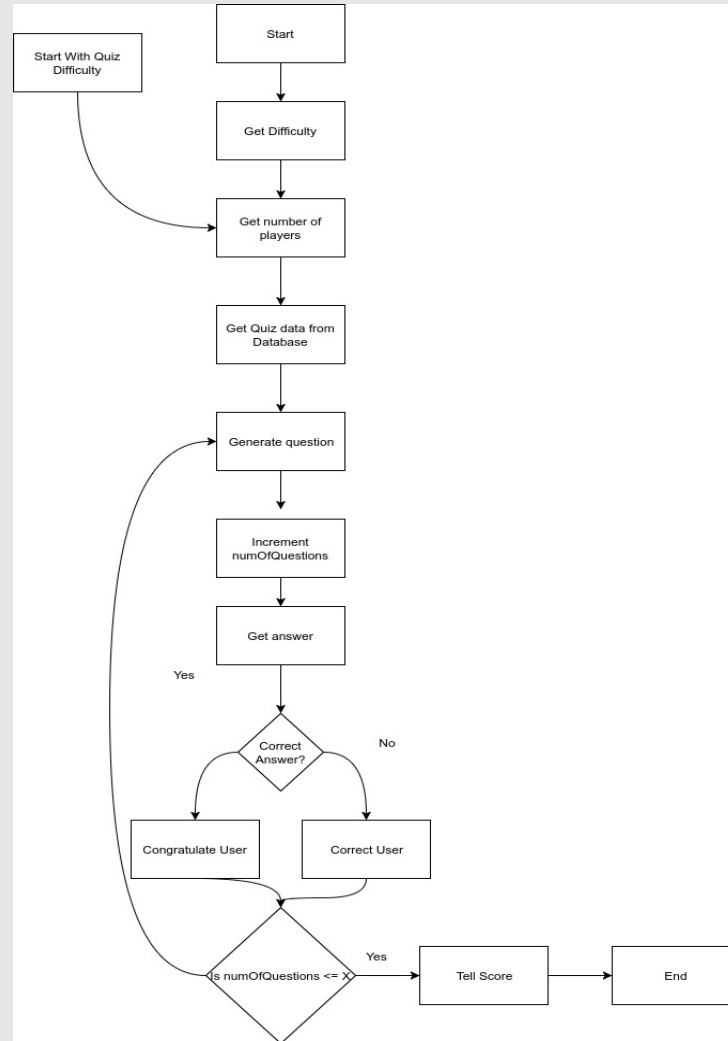


# Google Home Infrastructure

- User activates the Google Home device with spoken words
- Google Actions SDK directs to appropriate server
- Actions SDK only defines entry points to the system



# Program Flow



# Data Persistence

- Quizzes and questions
  - Stored in JSON files representing quiz
  - Integration will be simple since Actions SDK functions on JSON
- Answers
  - Stored on APH server
    - Gives APH control and ownership of data and out of our hands
  - Could be easily stored in No-SQL database

# Roles

- Administrator
  - Has full access
- Teacher
  - Has access to quizzes relevant to their clients
- System Maintenance
  - Has access to system to run diagnostics but not access to user data

# Boundaries

- Easy to port to different servers
- Three ways to shut down
  - Spoken command
  - Not responding for specified time period
  - By server upon game completion
- Error handling on server

Questions