

# Gameful Affinity Space

## Midterm Presentation

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COMS 6901 E sec 028  
Fall 2017

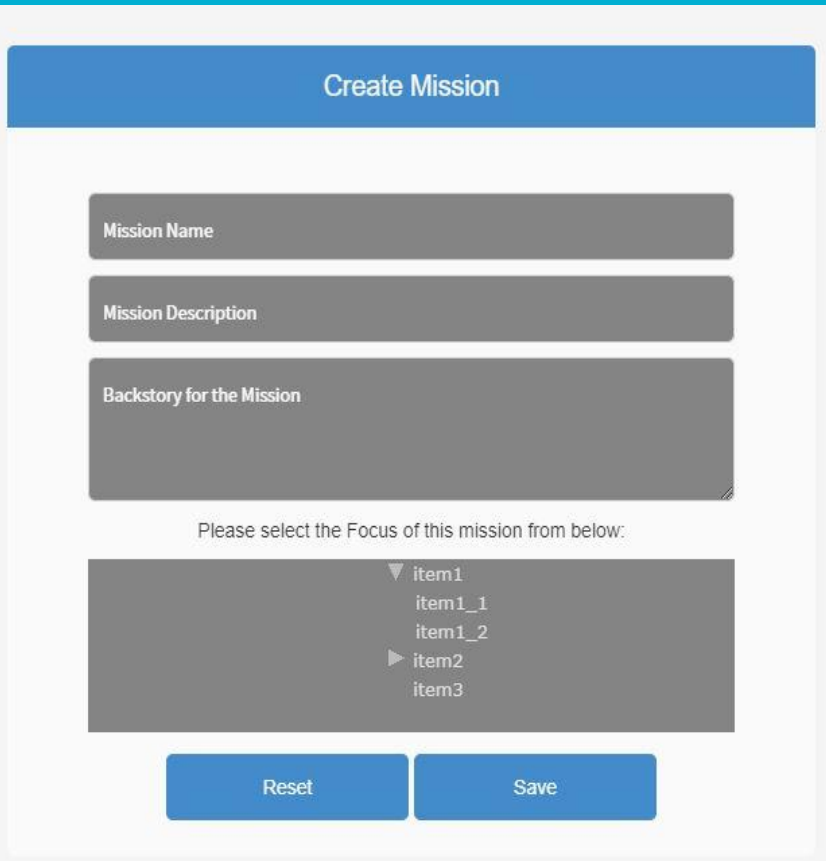
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# Setup and Branch Cleaning

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- Assessment Server (<https://github.com/cu-sage/sage-node>)
  - Initially, 3 branches
  - Merged 2 other branches with master
  - Created a development branch, which should be used for further development
- Affinity Space (<https://github.com/cu-sage/sage-frontend>)
  - Initially, 4 branches
  - Merged 3 other branches with master
  - Created a development branch, which should be used for further development
- Towards the end of the semester all branches other than development and master will be dropped

# Mission Creation



The image shows a web form titled "Create Mission". It contains three text input fields: "Mission Name", "Mission Description", and "Backstory for the Mission". Below these is a label "Please select the Focus of this mission from below:" followed by a tree view. The tree view has a root node "item1" with a downward arrow, which has two children: "item1\_1" and "item1\_2". Below "item1" is another node "item2" with a rightward arrow, which has a child "item3". At the bottom are two buttons: "Reset" and "Save".

Create Mission

Mission Name

Mission Description

Backstory for the Mission

Please select the Focus of this mission from below:

- ▼ item1
  - item1\_1
  - item1\_2
- ▶ item2
  - item3

Reset Save

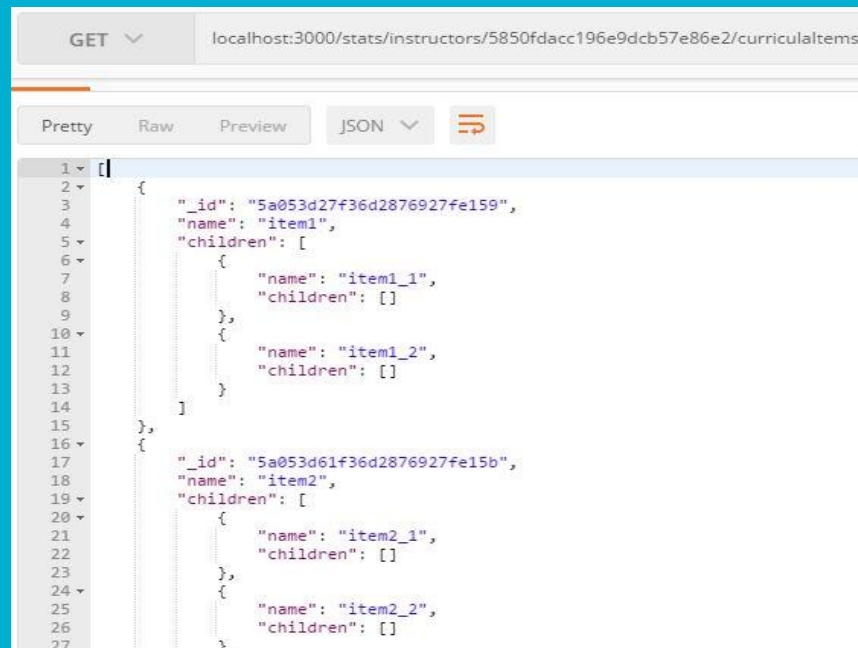
- Fields age, courses removed
- Added space for backstory description
- Selectable Tree Hierarchy for curricula items added
  - Multiple selects allowed
  - Can create hierarchy of arbitrary depth
  - Can be easily plugged-in at other places as well : data should follow a fixed structure, import relevant js and css for the component

# Curricula Items : Tree Hierarchy

- New Collection (curriculaitems added)
  - Recursive Structure :

```
{
  "_id": {
    "$oid": "5a053d27f36d2876927fe159"
  },
  "name": "item1",
  "children": [
    {
      "name": "item1_1",
      "children": []
    },
    {
      "name": "item1_2",
      "children": []
    }
  ]
}
```

- API :  
(/stats/instructors/:id/curriculaItems)



# Mission Editing

## Mission : Test12

This is a mission now.

Backstory : Backstory for Test1 mission.

Questions in the Mission:

- Recursion

Quest Learning Order :

Description : Concepts of recursion and applications

- Abstraction

Quest Learning Order :

Description : Teaching ways to think about abstraction and its intuition

- Inheritance Concepts

Quest Learning Order :

Description : Basic overview of inheritance

Add from following Questions in the Mission:

- Abstraction
- Parallelism
- Algorithmic Thinking
- Inheritance Concepts

- Mission details including backstory and description added
- Quest learning order field added
- Quest order can be modified now
  - Two or more quest can exist at same level
- Quest order updating happens on the onchange event for the select box
- New Quests can be added to Missions from the specified below

# Quest Creation

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- Fields age, courses removed
- Added space for quest story description
- Selectable Tree Hierarchy for curricula items (focus) - will need to be added accordingly as mission creation
- Badge of Completion added

The image shows a 'Create Course' form with the following elements:

- Create Course**: A blue header bar.
- Quest Name**: A text input field.
- Quest Story**: A large text area for description.
- Focus**: A text input field.
- Badge of Completion**: A section containing a file upload button labeled 'Choose File' and the text 'No file chosen'.
- Other features (separated by comma):**: A large text area for additional features.
- Reset** and **Save**: Two blue buttons at the bottom right.

# Quest Completion Badge Image

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- Quest model edited to include badge ID.
- Image upload to mongodb

```
1 {  
2   "_id": {  
3     "$oid": "584c3b9f042e59a737c762a7"  
4   },  
5   "teacher": {  
6     "$oid": "582a1be95789252c48ada270"  
7   },  
8   "imgId": "",  
9   "__v": 0  
10 }
```

```
var enrollmentCourseModel = mongoose.model('EnrollmentCourse', new mongoose.Schema({  
  studentID: mongoose.Schema.Types.ObjectId,  
  courseID: mongoose.Schema.Types.ObjectId,  
  assignments: [],  
  badgeID: mongoose.Schema.Types.Buffer  
}));
```

# Quest Editing

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myNewCourseInst1

my course ins1

Assignments

- Assignment 1
- Assignment 123
- Assignment 543

Create new Assignment

- Games can be added and removed
- Games can be reordered
- Multiple Games can exist at the same level in the ordering to accommodate student options and varying levels of difficulty



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**Thank you! Questions?**