

# **Future Features**

## **Stage 1: Elicitation**

### **Questions**

1. In multiplayer quizzing software, would you prefer any alternative ways of presenting the questions to guests other than simply showing the question and recording their answer?
2. How could we leverage the competition aspect of quizzes to improve player engagement and participation?
3. In contrast, how could we minimise the competition aspect of multiplayer quizzes?
4. In what contexts would you use quizzes and how could it be customised to these unique contexts?
5. How do you think we can improve the existing method of writing quizzes?

### **Participant #1**

Name: Angie Thomas

E-mail: rievangeline64@gmail.com

### **Responses**

1.
  - Would prefer game modes, like those found in Kahoot. There is an overarching goal that guests must accomplish, either in teams or individually, through answering quiz questions correctly. E.g. Players receive money for each question they get correct and can use this to purchase power-ups.
2.
  - Keeping a record of the leaderboard and updating players' scores or rankings after each quiz they participate in can enhance competition and promote long-term use of application. Especially in educational contexts, where progress can be tracked throughout a school year.
3.
  - When the administrator starts a quiz, a new session starts for each player. This can reduce anxiety arising from multiplayer competition and allow each player to progress at their own speed. This would allow the platform to be used as a self-testing tool for revising information.
4.
  - As a student, they would benefit from the ability to play existing quizzes made by others instead of having to write their own.
5.
  - Would like the ability for admins to share quizzes with each other so that multiple admins can edit and run the same quiz.

### **Participant #2**

Name: Dayle Pagaduan

E-mail: daylepagaduan@gmail.com

## Responses

1.
  - Would like multimedia question formats such as videos and music. As a high school tutor, videos can be used in English lessons to quiz students on cinematic features/techniques while music can be used for trivia quizzes such as 'Guess that song'.
2.
  - Providing a variety of different question types, such as questions with multiple correct answers and yes/no questions to engage students with strengths in different question types.
3.
  - Remove time limits on questions or allow students to play in teams.
4.
  - In workplace training, the option of answering questions in teams instead of individually can promote rapport between co-workers and improve workplace culture.
5.
  - As an educator, would like to use quizzes made by co-workers as well as share his quizzes with others. An extension of this would be collaborative quiz writing, with multiple people working on the same quiz.

## **Stage 2: Analysis & Specification - Use Cases**

### User story #1

*As a student, I want to be able to play my friend's organic chemistry quiz on my own account, so that I can revise the topic without spending time making a similar quiz.*

Acceptance criteria:

1. User navigates to their quiz library
2. User picks the organic chemistry quiz they want to share and selects 'Share quiz' option
3. User enters email of friend they want to send the quiz to
4. Program creates a copy of the quiz in the receiver user's quiz library
5. Receiver user logs into their account and can play the organic chemistry quiz

### User story #2

*As a tutor, I want to share a quiz I made for my year 3 class with my fellow year 3 tutors, so that their students have access to the resource as well.*

Acceptance criteria:

1. User navigates to their quiz library
2. User picks the year 3 quiz they want to share and selects 'Share quiz' option
3. User enters email of co-worker they want to send the quiz to

4. Program creates a copy of the quiz in the co-worker's quiz library
5. User can repeat steps 2-4 multiple times for each co-worker they want to share quiz with
6. Co-worker logs into their account and can play the year 3 quiz

### User story #3

*As a tutor, I want to be able to edit a year 7 math quiz made by my co-worker, so that the questions are better suited to the abilities of my students.*

Acceptance criteria:

1. User navigates to their quiz library
2. User picks the year 7 math quiz they want to share and selects 'Share quiz' option
3. User enters email of co-worker they want to send the quiz to
4. Program creates a copy of the quiz in the co-worker's quiz library
5. Co-worker logs into their account and can edit the math quiz

### Use Case

1. User navigates to their quiz library
2. User clicks on 'Share quiz' option of quiz they want to share
3. Program asks for email of user to share quiz with
4. User provides e-mail
5. Program verifies whether a user with the given email exists.
6. If the user exists, the program creates a copy of the selected quiz in the receiver user's library
7. Program prints a message indicating whether sharing was successful or unsuccessful

## **Stage 3: Validation**

### Participant 1

Name: Angie Thomas

Comments:

- Use case aligns with problem
- Would prefer that email be sent to receiver to notify them of shared quizzes

### Participant 2

Name: Dayle Pagaduan

Comments:

- Use case aligns with problem

## **Stage 4: Interface Design**

The proposed solution is to create a functionality which allows admin users to share their quizzes with other admins, by creating a copy of the quiz in the receiver's quizzes library. Thus, the receiver would be able to make their own edits to the quiz and also run it.

The HTTP endpoint for this feature is expressed as a route in the swagger.yaml file.

## **Stage 5: Conceptual Modelling - State Diagrams**

Attached is the state diagram.

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