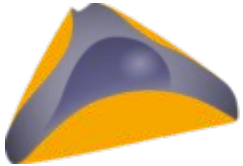


MASTER IN COMPUTER SCIENCE

ThingyQuiz

Advanced Software Engineering Course, MCS 2020

Orange group

Goloviatinski Sergiy, Herbelin Ludovic,
Margueron Raphaël, Vorpe Fabien

Initial Idea

Our goal was to create a Quiz game using the Thingys as buzzers like in TV shows.

- Open questions
- Usage of an external API to fetch the Q&A (E.G. Open Trivia DB)
- Applied NLP techniques to check the answers (Stemming, Levenshtein Distance)
- Usage of external API for the questions (Difficulties / Categories)
- Thingy synchronization: Player <--> Thingy
- Dashboard of results, time by category

Changes from the original idea

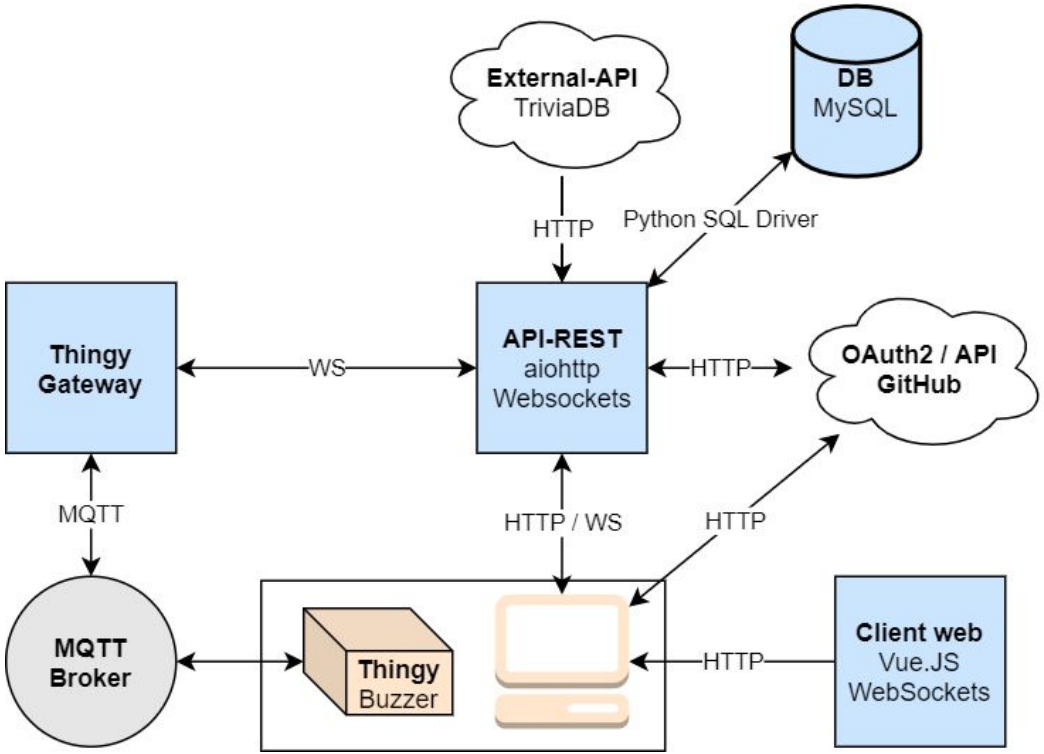
- Instead of having open question and use NLP to allow variations from the answer

  ↳ We used the Thingy’s gyroscope to select the answer from MCQs, as suggested during the first presentation

Roles in the team

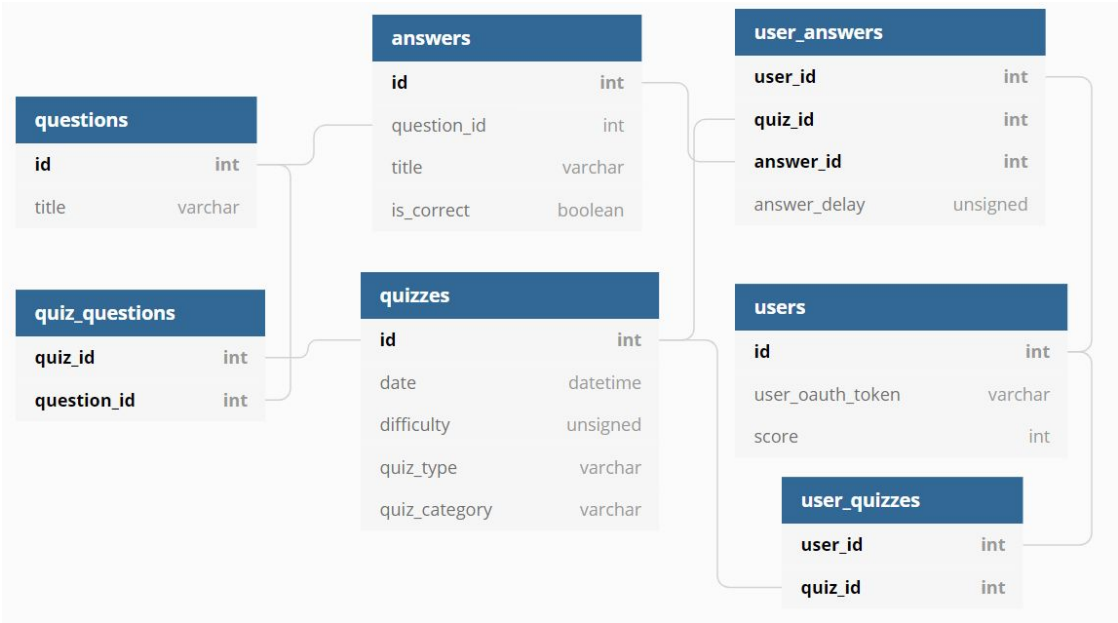
- DevOps: Sergiy & Ludovic
- Dev: everyone

Architecture

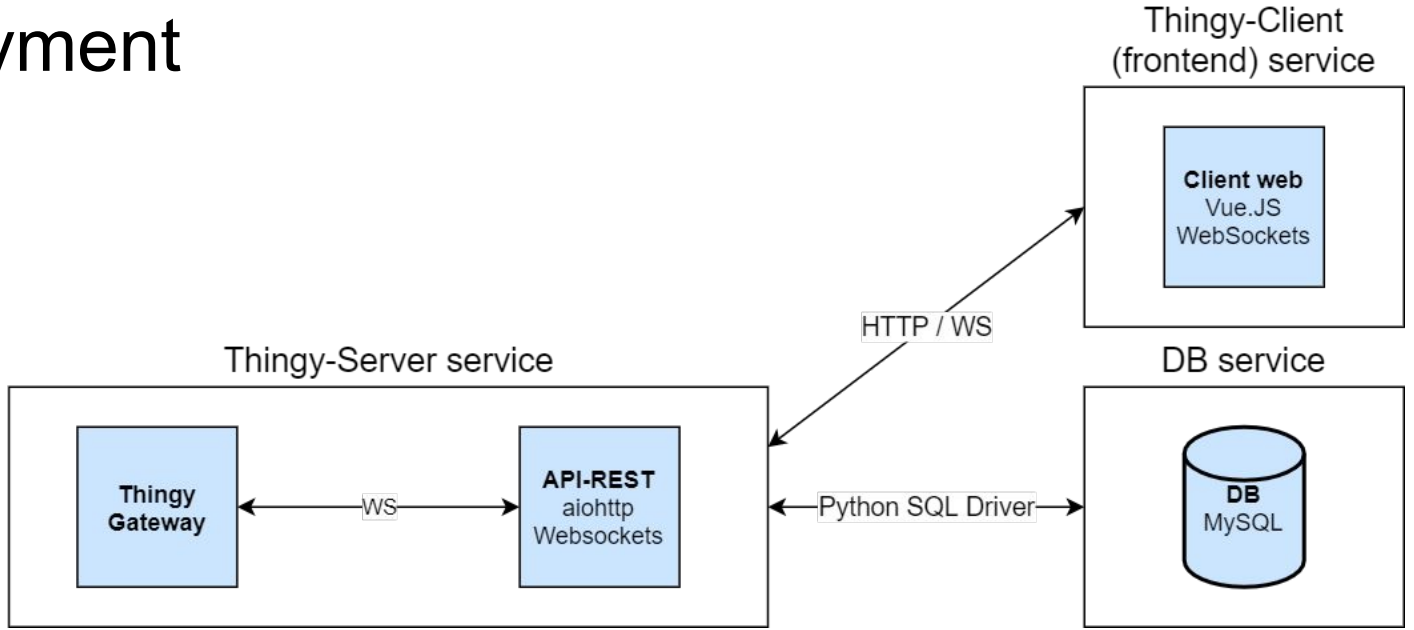


Database

- Tortoise ORM
- Many-to-Many fields



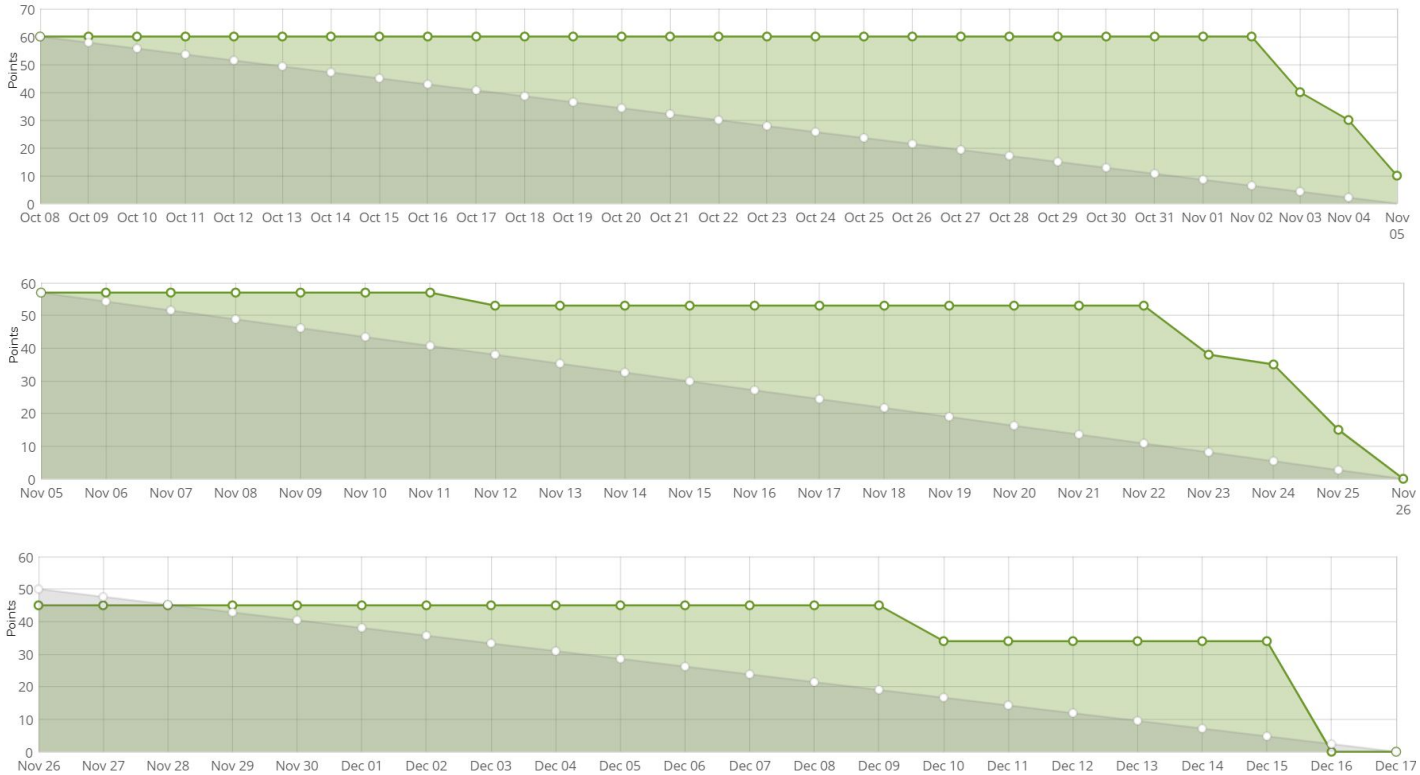
Deployment



- Project sub-modules deployed using Dockerfiles
- Docker-compose to deploy the full project

Demonstration

Planification



Conclusion

- Implemented all the planned features
- Modular architecture, separated in services
- Thingys are well-integrated in the project

Thank you for your attention