

Qzone

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A Location Based Survey Platform

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Live Demo

9:57 G

Nearby Surveys

Boston, Massachusetts

2 completed nearby

Market Research Survey
Your opinions matter! Help us understand market trends and preferences.
Brookline, Massachusetts
4 questions →

Quick Feedback Survey
A quick 2-question survey
Brookline, Massachusetts
2 questions →

Shake device to refresh

Top ↑

The image shows a smartphone screen displaying a mobile application interface. At the top, there is a navigation bar with icons for Home, History, Rewards (highlighted in blue), and Profile. Below the navigation bar, there are two main sections. The first section, titled 'Nearby Surveys', shows a location pin for Boston, Massachusetts, indicating 2 completed nearby surveys. It lists a 'Market Research Survey' in Brookline, Massachusetts, with 4 questions, and a 'Quick Feedback Survey' in Brookline, Massachusetts, with 2 questions. Both surveys have a 'Top' button at the bottom right. The second section displays two promotional offers. The top offer is for McDonald's, featuring the golden arches logo, a '\$10 McDonalds' voucher (150 pts), and a note that it expires valid until February 2026. It includes a 'Tap to view details' button and a 'Redeem' button. The bottom offer is for KFC, featuring the Colonel Sanders logo, a 'KFC 25% OFF' deal (120 pts), and a note that it expires valid until March 2026. It also includes a 'Tap to view details' button and a 'Redeem' button. A small note at the bottom right of the screen says 'Shake device to refresh'.

Home

History

Rewards

Profile

Home

History

Rewards

Profile

Problem and Solution

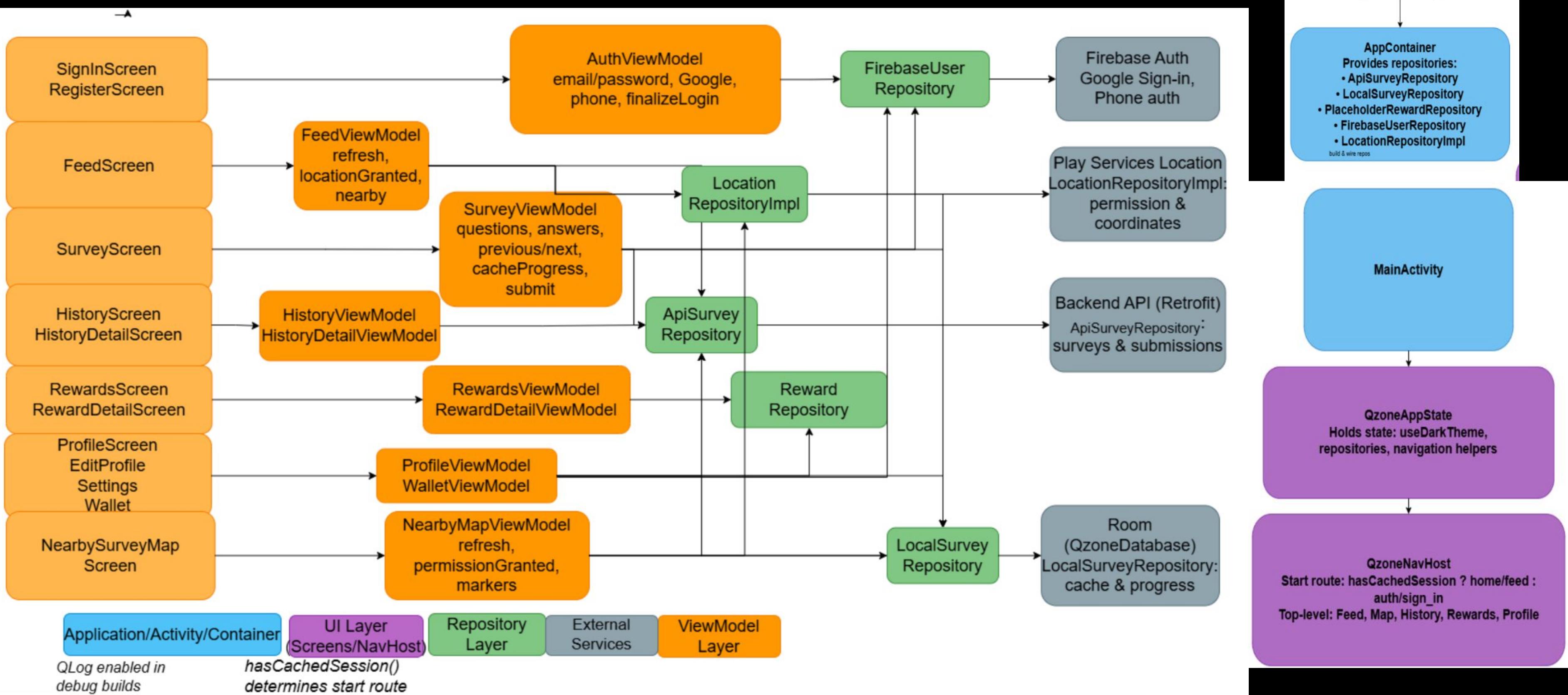
Problem

1. Traditional survey methods (web forms, email links) deliver a **poor mobile experience**.
2. **Low engagement and motivation** due to lack of instant, meaningful rewards
3. Existing tools provide **limited or no real-world geo-targeting capabilities**

Solution

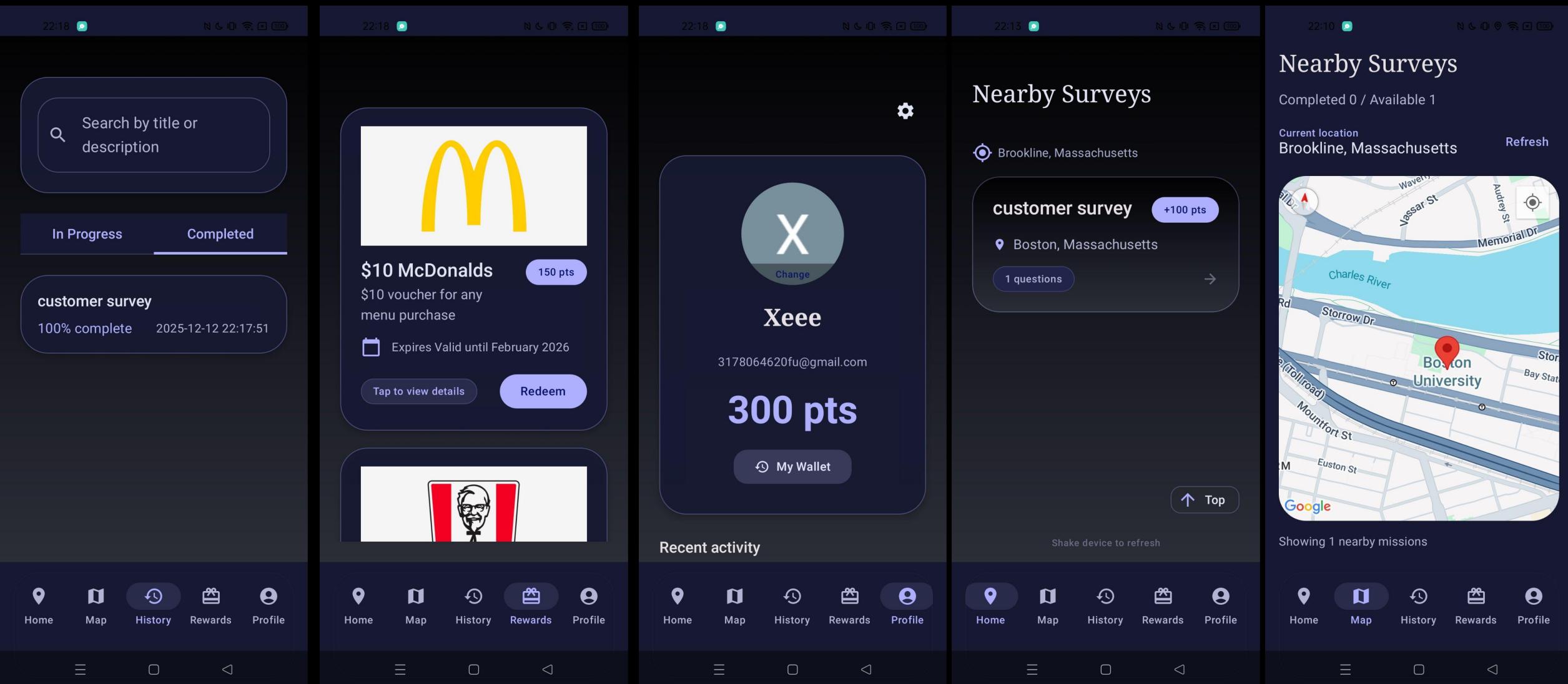
1. **Gamifies participation** through **rewards**, increasing engagement and completion rates.
2. Enables creators to target users dynamically based on real-world location

Architecture Overview



Features and Screenshots

What has changed?



1. Survey history search
2. Mapview
3. Shake to refresh
4. Reward redemption logic
5. Wallet implementation
6. UI (dark/light)
7. Phone verification

Challenges & Lessons

Challenges:

1. Token management and refresh logic was complex
2. Unnecessary UI recompositions and app stuttering
3. Users need access to surveys when network is unavailable

Solutions:

1. Centralized token handling in `AuthTokenProvider` with automatic refresh
2. Use a hasLoadedFromNetwork flag in FeedViewModel to prevent local cache updates from triggering UI state updates once network data has been loaded.
3. Room database caches surveys locally, enabling offline access

Team growth:

1. Unified Design and System Conventions
2. Systematic Debugging and Testing Practices
3. Use-Case Decomposition and Fast Iteration
4. Improved Documentation and Knowledge Sharing

Work Division

Xuetong: Java Backend / API,
login/register, data storage

Yifei: Survey flow, question UI,
rewards and redemption logic

Zhenyang: UI/UX design, History
page, Profile page

November 12, 2025 – December 12, 2025

Overview

12 Active pull requests

0 Active issues

12

Merged pull requests

0

Open pull requests

0

Closed iss

Summary

Excluding merges, **4 authors** have pushed **42 commits** to main and **61 commits** to all branches.

On main, **80 files** have changed and there have been **8,396 additions** and **1,169 deletions**

Top Committers

