Quizard Quest

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What is Quizard-Quest

- A new way for students to make and study with flashcards.

- Utilizes the reward structure of video games to create motivation for studying.

- Uses a "spoonful of sugar" approach to create excitement and enjoyment for studying.

Current Features

- Create a New User Account
  - Known as becoming a Quizard

- Login as a Current User
  - Or with Facebook

- View Your Game Statistics
  - Includes Gold
  - And stats per subject category

Current Features

- Create and View Flashcards
  - Known as spells in game

- Create, View, and Edit Decks
  - Known as spellbooks in game

- Enter Challenges
  - You answer your flashcards
  - And battle monsters
  - And win experience and gold

Current Features

- 3 Types of Challenges:
  - Training - slow-paced and easy
  - Quest - challenging
  - Save the World - timed and intense

- Buy New Avatars with Gold

- Logout When You Finish

2.0 Features

- Allow users to friend each other and share decks.
- Allow more items and features to be bought in the store:
  - New themes for the website
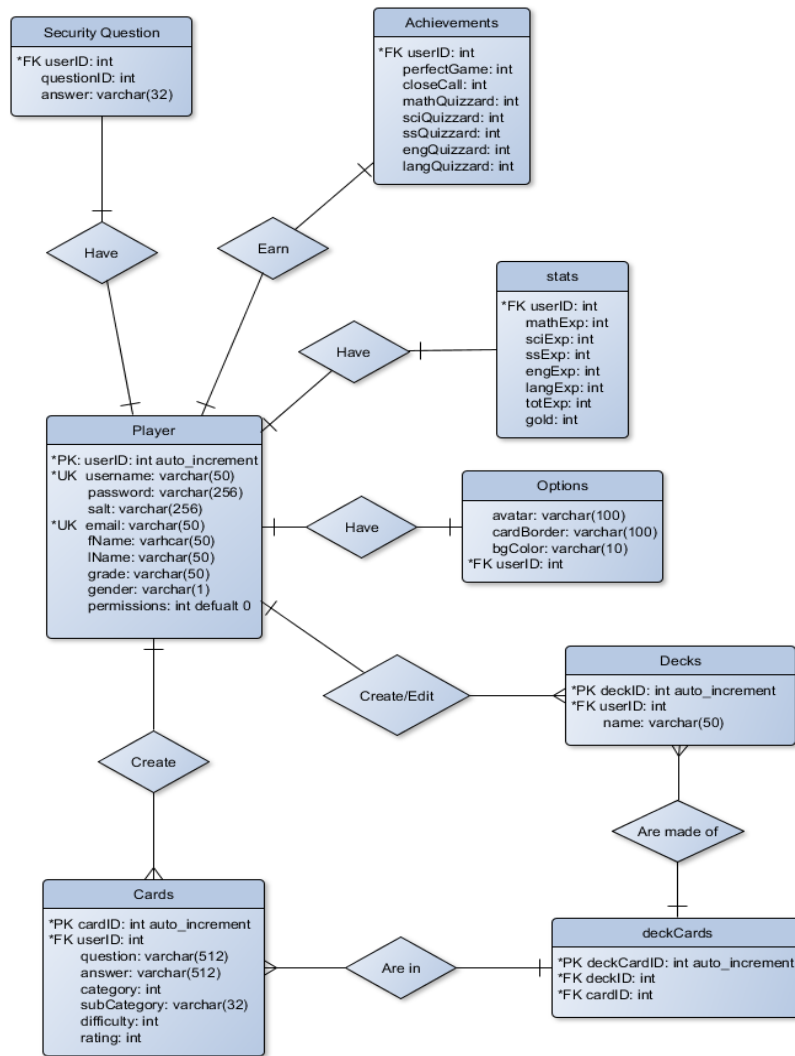 - Additional avatars
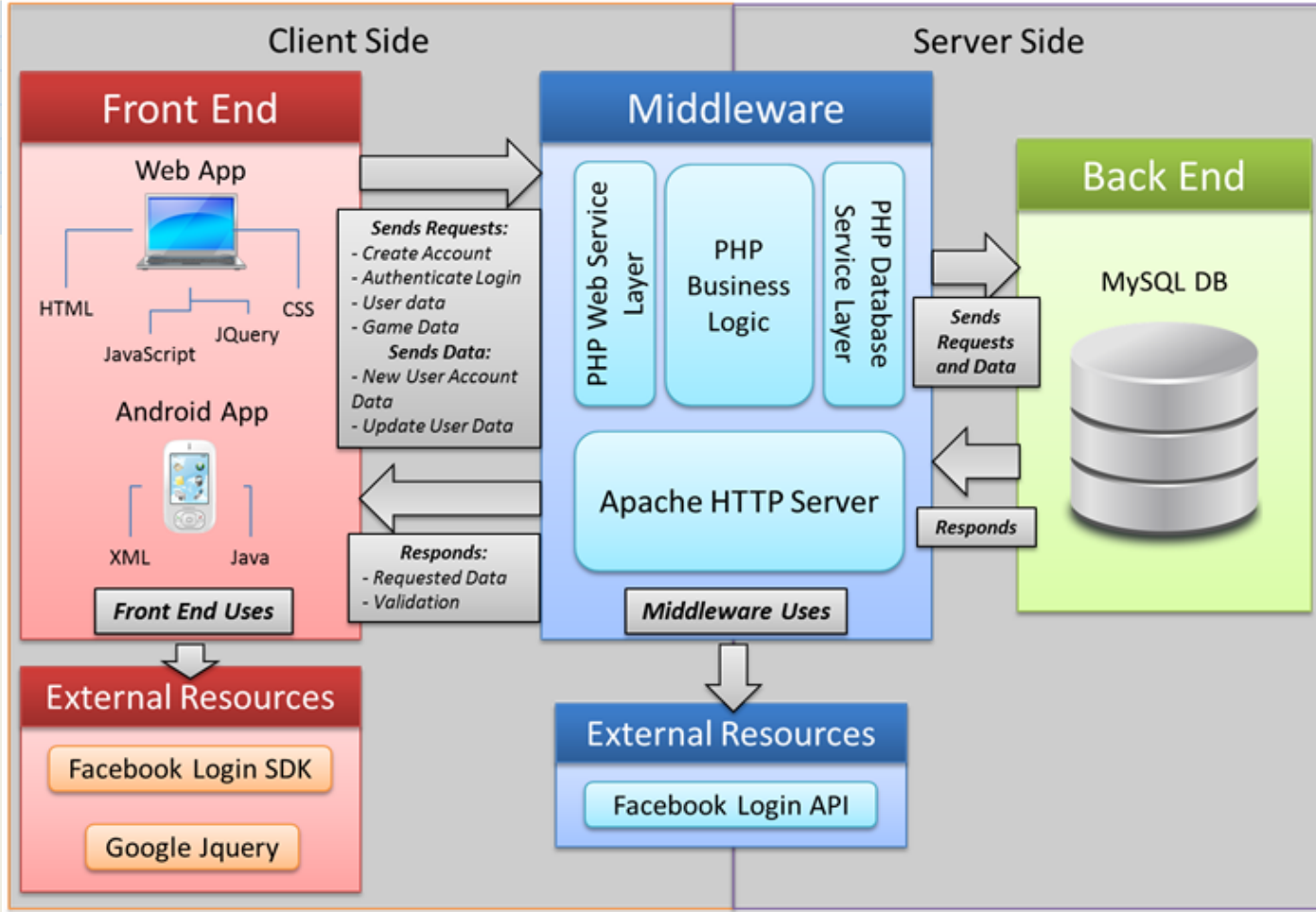 - Different heart icons

2.0 Features

- Implement a rating system for cards and decks.

- Allow Facebook Login through the android app.

- Add achievements to be unlocked through gameplay.

2.0 Features

- Allow users to create cards to immediately go into a new deck.

- Link the rest of the game functionality and modes to the Android Application.

Security Question

*FK userID: int
questionID: int
answer: varchar(32)

Achievements

*FK userID: int
perfectGame: int
closeCall: int
mathQuizzard: int
sciQuizzard: int
ssQuizzard: int
engQuizzard: int
langQuizzard: int

stats

*FK userID: int
mathExp: int
sciExp: int
ssExp: int
engExp: int
langExp: int
totExp: int
gold: int

Have

Earn

Have

Player

*PK: userID: int auto_increment
*UK username: varchar(50)
password: varchar(256)
salt: varchar(256)
*UK email: varchar(50)
fName: varhcar(50)
lName: varchar(50)
grade: varchar(50)
gender: varchar(1)
permissions: int defualt 0

Options

avatar: varchar(100)
cardBorder: varchar(100)
bgColor: varchar(10)
*FK userID: int

Have

Create/Edit

Decks

*PK deckID: int auto_increment
*FK userID: int
name: varchar(50)

Create

Are made of

Cards

*PK cardID: int auto_increment
*FK userID: int
question: varchar(512)
answer: varchar(512)
category: int
subCategory: varchar(32)
difficulty: int
rating: int

Are in

deckCards

*PK deckCardID: int auto_increment
*FK deckID: int
*FK cardID: int

Physical DB Model

Challenges: Web

- Dynamically Loading Data
  - AJAX
  - XMLHTTP request

- Creating our own API framework

- Designing a Functional Game
  - That works and flows with the website
  - Is easy to learn
  - And fun to play.

Challenges: Android

- Deciding what Features to Include
  - Complements website functionality

- Building the API Support

- Debugging Android Errors
  - Illegal use of activities
  - Failure to connect to the DB

Project Take Away

- Don't let Gus make any css changes
  - Especially Color Schemes
- Nathan's small edits are never small
- Joe is a pretty good DJ
- Peter loves DOTA
- Anthony likes video games