

Wall Street Wager

26 April 2019

Summary of key findings:

Users have mostly reported difficulty interacting with the mobile version of the app. Admittedly, the app has not yet been optimized for mobile use. Users also reported poor image resolution and a lack of scaling .

Summary of subject group:

Subjects were carefully selected via group-chat on Facebook, as well as iMessage. These were all males in their early thirties. The group consisted of a law-school student, a chef, a defense contractor, and a chiropractor.

Overview of Tasks

We sought out to create a betting game that allowed users to place cashless “bets” on the outcome of the New York Stock Exchange. In order to do so, we had to create an accounts scheme, game lobby, a solo and collaborative betting logic, and a profile system.

Results

The whole of the project fell short. While the majority of the framework has been constructed, we encountered several difficulties in the wee hours before the deadline.

Bugs

The API key could not be accessed from wager.js, which was crashing the site when trying to instantiate the AlphaVantage object. This leg of the project did not get past local testing, though bets are being successfully wagered from challenger to challengee.

Usability problems

Images

Images do not properly scale when resized.

Instructions

Users reported confusion when trying to use the app. More instructions are required, as well as a better way to navigate the pages.

Mobile

Difficulty interacting with the mobile version was the most common feedback among users. The app has not been optimized for mobile at this time.

Dead features

Users complained of a non-functional search bar. This made sense because it had no intended functionality. Adding features to the navigation bar would solve our issue with poor navigation.

Game logic

Game logic has not been rigorously tested. Multi-player bets cannot be placed due to errors regarding Heroku's environment variables. Our stored API key is only accessible through our single player collection file. The issue remains unresolved as to why we cannot access "process.env.API_KEY" from our wager.js file.