Week 13

Your Full Name: Bence Danko
Project Title: Solitaire Scrabble
Course: CS 161 Section 01
Date: 4-28-24

Accomplishments

- Hints implemented
    - 1st degree (best scoring word)
    - 2nd degree (best 2 scoring words)
- Completed so far:
    - Login
    - Registration
    - Game initialization
    - Drag and drop
    - Hints

Milestone

- Milestone 4 (4/15 - 4/26): Add hints

My Feedbacks over the semester

JAL:

The game:

Tutorial/Game start works as intended
Initial confusion with powerups - could use some more explanation during tutorial
Powerups are seem to be permanent, & unable to distinguish who has which powerup
App_users README could be updated to describe all implemented features to test
Game start is a bit confusing (with the 1 2 3), not sure how it works as well (sometimes denied/accepted into game)
No way to navigate back to main menu / escape from game without reloading the page

Level selectors could use indicators on what game mode they are
What is the deployment strategy? Can itch.io communicate with your servers to update scores/metrics?

BeyondBottles

How are posts ranked? Is there a way to organize / hide posts you've seen?

XMarksTheSpot

Could users possibly create their own quizzes in the long term?

Some Feedback from GeoUnity: Jump&Launch:
could there be a puzzle competition mode? maybe some collaboration modes (Fire boy vs water girl)
Could you earn "themes"? Maybe different color schemes, overlays on the map

XMarksTheSpot:
Maybe the UI could reflect more how it is evaluating Map quizzes - there could be maps, or geography in the background

BeyondBottles
An automated testing framework may work well, we recommend NodeJS and regular fetch calls in succession

GitInsight
Will you be storing the API key on your own platform? Or can it remain in-memory for security? Maybe there could be a "save key" option to make this optional

Could there be a way to register an organization under a single API key, where you can authorize other users to use it?

ByteSquad
Could there be a graphical way to compare usage to the expected average/previous years use, similar to energy bills, so they can also make a quick analysis?

XMarksTheSpot: We were able to build your project this week successfully.
Feedback:
Will other user profiles be visible as well?
Can we click them from the User rankings?
For game history, could there be a graph representation of score data, perhaps a way to see a quiz score over time?
The purpose of the collected coins may not be clear upon registration, maybe there could be a brief help box describing them

Some feedback from GeoUnity: ByteSquad - Energy Consumption Analysis
What kind of statistics will you show?
Could you compare consumption to possible alternatives (averages against other heating options / solar panels)

JumpAndLaunch
Will there be an analysis of the game stats? (Most powerups collected, most active player, score over time, etc?) How will win/loss stats work?

BeyondBottles
The current UI size bit small for some users
Maybe there could be settings to make it larger

GitInsight
Could chats be saved/exported as a pdf/html/etc?
Could users load past conversations and use them for context? What would be the limits?

XMarksTheSpot
Non users could possibly join with quiz codes
The landing page allow for more immediate quizzes and joining with the agreed upon code, similar to kahoot

JumpAndLaunch
-Need a timer indicator
-Maybe there could be another mode for who can reach the a certain score first
-the screen could be made more reactive
-if a powerup is collected, there could be a specific indication/banner what it was/which player collected it
-Small players/avatars: need maybe an easier way to distinguish where each player is

Team GeoUnity Feedbacks

Jump & Launch: Race to the top
-I liked the mission to revive physically-present multiplayer games
-UI was clear and unobstructed - easy to just enter into a game
-Homepage & game screens clearly defined

The pages are user-friendly and it is easy for a non-user to quickly get in a game
Great opportunity for data-collection / evaluating what users need to improve

Where could game statistics be implemented?
Will questions be categorized/labeled so the user knows how to improve?
Will there be visuals for win/loss rate over time? How will these look?

How are questions collected?
What are the sources?
What are some sample questions? What kind of information specifically do you want the user to be able to learn

Are quizzes customizable?
Can you customize by region? Difficulty?