

Logo Quiz

Made by Celine and Yash

	Beta Version	Final Version
.aia Files (Source Code)	CSP1 Lafosse Bansal LogoQuiz Beta.aia	CSP1 Lafosse Bansal LogoQuiz V2.aia
.apk Files (Packaged App)	CSP1 Lafosse Bansal LogoQuiz Beta.apk	CSP1 Lafosse Bansal LogoQuiz V2.apk

CAN YOU GUESS THE LOGO ?



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Brainstorming Session

Ideas:

- QuizMe for App Inventor 2
- State Geography Quiz with Map Component
- Mini Golf: Fling, TouchUp, TouchDown Gestures for App Inventor 2

Top 2 Ideas:

- QuizMe for App Inventor 2
- State Geography Quiz with Map Component

QuizMe for App Inventor 2:

We could develop QuizMe for App Inventor 2 further by including more reliance on the image by doing a guess the logo quiz.

State Geography Quiz with Map Component:

We could develop State Geography Quiz with Map Component further by doing our 50 states or states of a different country other than New England in the quiz.

Final Choice: QuizMe for App Inventor 2

We chose this app because we could include trivia and quizzes on a variety of different ideas instead of locations because of the map in the State Geography Quiz.

App Tiers

App: QuizMe for App Inventor 2

Tier 1:

- Get the tutorial done
- Change topic of the quiz
- Change images

Tier 2:

- Add score
- Add hints
- Add restart button
- Create an ending screen

Tier 3:

- Add timer
- Random generated questions
- Order of questions are shuffled
- Add more questions

Group Feedback

Problems with the App:

- Answers that are typed in are not case sensitive
- No way to keep track of how good you are doing
- Very short quiz

How We Can Fix This:

- We can tell the user how to type in their answer
- We can add a score system
- We can add more logos for questions

Beta-Gallery Walk

Instructions: Welcome to the Logo Quiz! In order to start the game, launch the app and click the next button. You will be sent to the first question out of 4 and your score will start at 0. Type in the name of the company which the logo represents. If you get it right, you will earn 1 point. If you use a hint and get it right, you will earn half a point. Wrong answers get you 0 points. When you are done with the four questions, you will see a button asking if you want to reset the quiz. If you click it the questions will start again from the beginning.

Pro: Features Liked	Con: Aspects that were confusing, buggy, or etc.
<ul style="list-style-type: none">• Pretty easy to use, the questions are at a good difficulty. Like that you displayed the score• Loads quickly and good layout• Good user interface• I love the game and the hints are a nice addition, but the hint transfers over to other logos (the skype hint could show up for the cisco one)• I like that you have hints, helps the user.	<ul style="list-style-type: none">• The pictures took a while to load at first• It would be easier if the text and pictures were more of the same size, instead of the text being really small and the picture really big X1• Sometimes the right answer is not detected as correct• When you reset, it automatically shows the first answer as incorrect• Maybe multiple choice answers could add an easier difficulty of the game• Score doesn't work (says I got all but 1 right, gives me .5/4)• I got a score of -2 somehow. Game is r i g g e d• Consider not having cap sensitive answers

Reflection: Easy to use interface with helpful hints, although there are some bugs that need fixing with the score and hint labels. The answers also need to not have cap sensitive.

Gallery Walk (Final)

Instructions: Welcome to the Logo Quiz! In order to start the game, launch the app and you will see a restart button prompting you to start the quiz. You will be sent to the first question out of 10 and your score will start at 0. Type in the name of the company which the logo represents. Remember to type all answers in **lowercase**. If you get it right, you will earn 1 point. If you use a hint and get it right, you will earn half a point. Wrong answers get you 0 points. When you are done with the ten questions, you will see a button asking if you want to restart the quiz. If you click it the questions will start again from the beginning. If you are able to get negative points, please explain how.

Pro: Features Liked	Con: Aspects that were confusing, buggy, or etc.
<ul style="list-style-type: none">• I like that you added different logos, it adds more variety• The hint in each question really helps out the answer• I liked how the app lets you guess the logo when part of it is masked.• I liked how some of the companies are unique and never heard of.	<ul style="list-style-type: none">• Got negative points by using hints for first couple questions and moving on w/ incorrect answers, then answering a question correctly later on• The actual answer should be displayed if it is wrong• The quiz itself only takes up a small portion of the available space. Bigger is better• Does not display the correct answer after getting something incorrect

Conclusion Reflection

Yash:

The development process of building an app using App Inventor was pretty fun and the end results were very much worth it. Throughout the project, we used our knowledge of Scratch to become familiar with how App Inventor works, which wasn't very hard to get used to. The tutorial we based our code off of was very helpful because we learned how different blocks of code have specific functions which were something we would have liked to have in Scratch. By the end of the tutorial, we had a basic idea of how we could change our app to make it better with more features and functionality. We presented our ideas to a group and received very helpful feedback in order to make our code and project better. We used these ideas and tried to incorporate them to the best of our ability into our project and when we spent time developing the code and fixing problems with the code, it turned out to be a great asset in making our project more popular. We experienced what it's like to spend a lot of time fixing problems with small mistakes in our code that were in front of us the whole time. We experimented with other features offered by App Inventor such as multiple screens, but if they seemed like more work than necessary, we gave up the idea and tried to find more ways to improve our project. The beta gallery walk was very helpful because the people who tested the app were able to find several bugs and problems that kept the code from running 100% smoothly. We saw these problems and worked together to solve them and did eliminate all bugs in the code in the end.

Celine:

Throughout the process of this project, I found it fun and interesting to work with App Inventor. It seemed pretty similar to scratch, but not identical. Experimenting with App Inventor and seeing the difference between it and scratch was fascinating; and, seeing that although they work the same, they are also different in many ways. The tutorial was very easy to follow and change; and, it was interesting facing challenges such as the hints and the restart button. I mainly

challenged myself by trying not to use google when I got stuck, and rather experimenting and attempting multiple techniques to find a solution. Another thing I challenged myself was with trying to break the app. Although the feedback from other teams were useful for finding bugs, it was also a problem since some of them did not give explanations. One of the more confusing ones was when someone said they got -2 as their score. I used a lot of time trying to break the app, experimenting with it and seeing how to get that score, or at least a negative score. Although we were never able to find it, it was fascinating to see how many bugs you can find just by not using the app how its intended.

Daily Log

Date	Yash Bansal	Celine Lafosse
9/18/18	<ul style="list-style-type: none"> Decided on idea and discussed modifications Reflection: <ul style="list-style-type: none"> We agreed on most topics about which app we were choosing and how we could take the app further. 	<ul style="list-style-type: none"> Look through tutorials Made list of tutorials that we want to do Reflection:
9/20/18	<ul style="list-style-type: none"> Started tutorial Reflection: <ul style="list-style-type: none"> Both of us worked together in order to productively make use of the time given to us 	<ul style="list-style-type: none"> Started tutorial Reflection:
9/21/18	<ul style="list-style-type: none"> Helped finish tutorial Reflection: <ul style="list-style-type: none"> We decided on a theme for the quiz and worked together well to develop the idea further 	<ul style="list-style-type: none"> Finish tutorial Got the theme for the quiz (guess the logo) Reflection:
9/24/18	<ul style="list-style-type: none"> Helped change images and questions Reflection: <ul style="list-style-type: none"> We were able to contribute equally when 	<ul style="list-style-type: none"> Added hints Fixed bugs Reflection:

	fixing bugs and adding more features	
9/25/18	<ul style="list-style-type: none"> Helped add score and fix bugs Reflection: <ul style="list-style-type: none"> When fixing bugs we both found multiple and worked together in order to figure out how we could fix them. 	<ul style="list-style-type: none"> Added score Helped fix bugs
9/26/18	<ul style="list-style-type: none"> Helped with score bug fixing Reflection: <ul style="list-style-type: none"> We found a bug with the score and experimented by creating a copy of the code and experimented by both of us putting in ideas of how we could rearrange and add code to fix the problem 	<ul style="list-style-type: none"> Helped make tiers Tried fixing the score
9/27/18	Beta Gallery Walk	Beta Gallery Walk
9/28/18	<ul style="list-style-type: none"> Bug Fixes Reflection: <ul style="list-style-type: none"> We divided the work up equally in order to update the notebook and fix any mistakes we made 	<ul style="list-style-type: none"> Reviewed the feedback Found all the problems Bug fixes Replace beta app (wrong one was on documentation)
10/1/18	<ul style="list-style-type: none"> Bug fixes Reflection: <ul style="list-style-type: none"> We worked together to fix problems people found when testing the app during the beta gallery walk 	<ul style="list-style-type: none"> Continued fixing bugs
10/2/18	<ul style="list-style-type: none"> Created the welcome screen Experimented with second screen Reflection: <ul style="list-style-type: none"> We worked together to brainstorm what our welcome screen should look like and whether or not we should keep a second screen 	<ul style="list-style-type: none"> Created welcome screen Added message

10/3/18	Quiz	Quiz
10/4/18	<ul style="list-style-type: none"> Added 6 more questions Fixed negative score problem <p>Reflection:</p> <ul style="list-style-type: none"> We used our time productively to collaborate on adding new questions, logos, and hints to our quiz and found a bug in the score, which we fixed together. 	<ul style="list-style-type: none"> Added six more questions Tested to find how to get -2 points
10/5/18	<ul style="list-style-type: none"> Downloaded app to tablet for testing Added links for the final project <p>Reflection:</p> <ul style="list-style-type: none"> We finished very early and decided to test out our app on the tablet and both of us tried to find bugs and fortunately there were none. 	<ul style="list-style-type: none"> Added last couple of links Downloaded app to see if it works/doesn't crash
10/9/18	Final Gallery Walk	Final Gallery Walk