

Group # 4

The Hitchhikers: Chloe Lincoln, Phillip DaCosta

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SWE 6783 User Interactions

Final Document (Individual)

Project Title: QuizEms

Project Tagline: The easy solution to practice quizzes and tests!

GitHub URL: <https://github.com/clincol2/QuizEmsDocs>

Source Code: <https://github.com/clincol2/UISummerProject>

Link to application: <https://quizemsnew.firebaseio.com/#/>

Chloe Lincoln's Reflection.

Learning:

QuizEms was a great learning experience involving User Interactions. Many previous projects I have been on were more strongly focused on back-end functionality versus the front-end look. This was something I wanted to learn since I have always enjoyed design and anything visual. However, there were definitely challenges and opportunities I encountered on this project.

Some of the major challenges I faced was that I would have a particular design idea in mind, but it was almost always impossible to implement into our computer prototype because of the language we decided to use. We were very limited in what we could do and that became increasingly frustrating as I felt I had to compromise to a code's limitation. I also found that finding resources about certain documentation sections were hard to come by and I felt that I had to wing what I wrote. I prefer to be purposeful with what I write and provide the professor or any one reading with exactly the requirements they requested.

Also, I found that there were opportunities that presented themselves that I would like to pursue outside of this course. Some of those were the physical design aspects. I enjoyed creating the paper prototype with Adobe XD, which I had used in a previous class. However, I got to use the prototyping function this semester which I found interesting and fun. I can see myself implementing this at work and we can hopefully see improvement with our tools since they are not currently designed well.

Many of the participation activities in the class were great, easy to follow and did not consume too much time. However, some of the module content posted on D2L was not correct and meant that I had to scour the internet to find information on the topic at hand. I understand that the complaint I bring up is not the fault of the professor as this course was put together by someone else for him to moderate, but it is something to bring up for future semesters.

Accomplishment:

Overall, I feel that we succeeded in creating an application that allows the user to create a quiz, share the link to the quiz and the ability to complete the quiz. While there were many design choices and ideas I wanted to implement into QuizEms, I feel we were disadvantaged due to time (this was an 8-week course versus a 15-week course). I truly believe that QuizEms, when all the design ideas we want are implemented, would be an outstanding tool for students and professors. It would definitely survive outside this class. With the resources and time limit we had, I think I personally navigated well throughout the process. I was always on top of the due dates, made sure everything was submitted on time and tried my best to provide what was requested for that deliverable. I kept track of D2L daily for any updates or clarifications presented on our page and posed questions should I need them.

Contribution:

While I think Phillip and I worked great as a team, I know that you want to know what we each contributed to this project. I took on a leadership role helping with direction, idea, design, documentation and coding insights. While I did not code, I did help find resources about the coding language to try and implement some of the design ideas I did not want to be left out of implementation. The language chosen was not a coding language I was familiar with which is why I was not able to help in that regard, but I did provide Quality Assurance and User Acceptance Testing (UAT). The major design ideas and sketches I created were chosen as our final design idea during the design deliverable. While Phillip focused on the computer prototype, I ensured we had a paper prototype for Deliverable 4.

We as a team did not face too many challenges as the workload we both took on, while different in task amount, equaled the same in time spent on the project. We both communicated with each other seamlessly and worked well together to best understand each other's thoughts as we communicated via Slack. I would say, while normally it is disapproved upon how we split up the work, we played to each other's strengths and it worked well for this project. There isn't anything I would change about our team nor how the course structured the project. I say we equally contributed to this project.