Let’s Quiz

# Introduction

The client have identified an existing need in the market for a multiplayer mobile based quiz game. The client believes the current applications does not adequately meet the market needs and have engaged the Let’s Quiz development team to design a better application.

Let’s Quiz is designed to be an online mobile game where players can verse one another in a multiple-choice trivia quiz, player involvement is encouraged further with question submission and player polling of questions.

The app will allow users to participate in a quiz game made up of three rounds, in each round the user will play their turn and then the app will notify their opponent to take their turn.

The client has commissioned the development team to design Let’s Quiz as outlined below, it is their intention that we will have a fully completed application before the end of the year.

## Who has a use for this app?

Let’s Quiz’s target audience is very broad, essentially anyone with an interest in trivia, competition and who has a smart phone can enjoy this app. One particularly nice feature of the user-maintained question list is the app itself should begin to have questions that the audience likes as the people who are playing it will be the ones add questions and voting on them

# Positioning

## Goal Statement

|  |  |
| --- | --- |
| The goal of | Have a market ready multiplayer quiz game, playable on iOS and Android mobile devices. |
| affects | The client |
| the result of which | Will fill the clients perceived gap in the market |
| a successful solution would be | A quiz game released on the App Store and Google Play Store |

## Product Position Statement

Let’s Quiz will offer an online, multiplayer, quiz game which

|  |  |
| --- | --- |
| For | Noncommercial mobile phone users |
| Who | Would enjoy a competitive turn based trivia game |
| Let’s Quiz | Is a turn based, multi-player, trivia game |
| That | Allows for a customizable competitive trivia quiz game against people from all over the world |
| Unlike | Quiz Up |
| Our product | Offers a more streamlined app with a user driven question pool. |

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# Stakeholder Descriptions

## Stakeholder Summary

| **Name** | **Description** | **Responsibilities** |
| --- | --- | --- |
| User | The user is the person playing the game.  They require the app to execute without errors, to record accurate data about their game and to generally behave as a mobile app is expected to. | The user is responsible for maintaining their phone to a standard that will run the Let’s Quiz application, this is not an arduous task and should not require any effort beyond normal phone maintenance.  Let’s Quiz requires several permission, including but not limited to internet access, to send and receive push notifications and to read and write data. It is the responsibility of the user to grant the application those rights.  It is expected that the user play the game in good faith, that they do not deliberately attempt to inject malicious code or otherwise break the system. |
| Game Opponent | Let’s Quiz is a multi-player game and the opponent player, whether they have joined the game yet or not, is a stake holder.  The user’s score, questions the user has been asked and what answers they gave will all effect the opponent’s game. | The opponent player is expected to be able to receive push notifications and to take their turn when notified to do so.  At the point when they take their turn, they become a user and have the responsibilities of the user. |
| Hostinger | User devices need to be able to access the Let’s Quiz server, which is hosted by Hostinger to view and update information stored there.  The sever contains user information, ongoing game data and the global score board. | The server needs to be able to store and maintain several SQL tables, as well as receive and execute PHP scripts.  The server must also be available to users, which means it must have reliable up time and be a trusted location.  It is also the responsibility of the server hosting provider to offer some level of technical support to assist the Let’s Quiz development team should they need it.  It is also their responsibility to be able to handle the traffic from the Let’s Quiz customer base. |
| The Client | The Client has engaged the Let’s Quiz Development Team to complete the project as outlined | To agree to the initial project outline, maintain oversight of the project and communicate any alterations or requirements the project may develop as the design is carried out. |
| Unity 3d | Unity 3D is the development platform the design team has elected to use. If Let’s Quiz makes over $100 000 USD per year Unity begins to take a percentage of the profits. | The Let’s Quiz development team will be relying on accurate and up to date documentation. It is the responsibility of Unity3D to provide documentation as well as some level of technical support and troubleshooting. |

## User Environment

#### Let’s Quiz Team

There are four members of the Let’s Quiz development team, plus one member of the Charles Sturt University IT teaching faculty acting as oversight. This team is not expected to change.

#### General Layout

The app’s visual design will be quite sleek and minimalist, the specific look we are trying to avoid is cluttered and confusing. If you compare a traditional digital calculator with a TV remote it is abundantly clear that an excess of buttons and complex features do not make for a more pleasant user experience.

Due to the fun nature quiz game inherently are and because the colorful images Trivial Pursuit, the world’s most popular trivia board game, brings to mind, we have elected to have a colorful and fun theme.

#### How will users interact with Let’s Quiz

Given the minimalist aesthetic, the application is designed to be simple yet intuitive. There are only three ways a user can interact with the app, touch buttons, drop-down menus, and on-screen keyboard input.

##### Touch buttons

Touch buttons are the simplest form of input and the go to choice for how users are expected to navigate the application. It is reasonable to expect users to have familiarity with how touch buttons work, so we do not have to be concerned with teaching them how to interact and operate touch buttons. Having simple buttons eliminates any chance of incorrect usage, continuing with the design goal of simplicity.

##### Drop Down Menus

Where there are more options available to a user than a simple touch button can reasonably handle, like for example if the user has to select a question category we have elected to use drop down menus. The advantage of a drop-down menu is it presents the user with an array of options but limits their potential selections to those that are valid.

##### On-Screen Keyboard Input

Where the app asks the user for input that requires creativity or personalisation for example when submitting a question, an on-screen keyboard will present itself in a similar fashion to text messaging.

#### Game Structure

After the user selects start new game they will be asked a series of questions and provide with four answers. They will select the answer they think most correct, the right answer will light up in green and if they selected the wrong answer it will light up in red. This will continue until the round timer has expired. After the round has ended the user will be presented with a debrief scene where they can review each question, see their how their opponent did on each question and rate their favorite questions. Afterward the game will move into the users open game list and will be available for them to play their next round after their opponent has had their turn.

#### Scoring

Users will receive 10 points for correct answers. To prevent users from rapidly guessing at the questions, a problem we found during testing, users will lose 5 points for wrong answers.

#### Question submission

To engage users to the highest degree the client has requested that users be able to submit their own questions that are then added to the general question pool. Users will be able to select ‘Submit Question’ from the main menu and then be able to enter the question, correct answer and incorrect answers.

#### Question Ranking

After each round users will be able to rate questions with a thumbs up or thumbs down. This will help Let’s Quiz automatically remove poor performing questions. Users will be able to see on a global score board which questions are highest rated and how well their submitted questions are being received.

#### Environmental constraints

Let’s quiz is designed to run on IOS and Android mobile devices. It is a requirement of the application that the device has internet connectivity. This means that the individual device must be configured to allow the application to access the internet and that the device is in a physical location that has internet.

#### Required integration

In testing it became apparent that Let’s Quiz needs to interact with the android OS in a nontraditional way. Normally when an app is not being displayed but has not been closed it is paused. For example normally if the user presses the home key, the app that they were in is paused and minimized, they then have the option to go back to their game at the spot they left it in.

Let’s Quiz is a trivia game where the rounds are timed, as such it is a requirement that the game not pause the countdown timer if, for example, the user was to open up a web browser and search for the answer.

## Visual Design

The following outlines the planned flow of scenes from app start up to completion and while the theme may change the functional design and feel of each scene should not alter much.

### Login Scene

This is an example of the indented layout of the sign in page. The user has 4 options, they can sign in using their social media account of choice, they can elect to create username specific to Let’s Quiz or they can skip the whole sign in process.

Should a user elect to skip the sign in process their username will automatically be assigned as ‘Guest’ and their ongoing score will not be recorded in the global high scoreboard. Furthermore, every time they open the Let’s Quiz app they will be asked to sign in again. The selection of any other form of sign in will be a permeant choice, only changeable through the settings page.

### Main Menu SceneC:\Users\Collin.Mckeahnie\Pictures\screen shots of quiz game\main menu.PNG

The main menu page is fairly self-explanatory. Users who have signed in for the first time will then arrive at this page, returning users who previously signed in will immediately arrive at this scene upon opening the app.

Should the app encounter any errors the user will be returned to the Main Menu. If the user presses the back button on an android device from the Main Menu they will be asked if they wish to quit.

### Pregame SceneC:\Users\Collin.Mckeahnie\Pictures\screen shots of quiz game\pregame.PNG

The Pregame Scene is designed to be the launch pad for users to start new games, return to old games and check on progress and scores of existing games. Visible from this screen shot it is possible to see the user has four games open concurrently, the top two are waiting for the user to take his turn. The two games in red are awaiting the other player to take their turn. To enter a game the user need only press anywhere on a green banner. The final option presented to the user is at the bottom of the page where they can begin a new game. In the top right corner is a refresh button so user can force a refresh of the page.

### C:\Users\Collin.Mckeahnie\Pictures\screen shots of quiz game\game.PNGGame Scene

The main game of Let’s Quiz will present as a series of questions and answers like this. Once the user has made the selection they think is correct the button will light up, green if it is right and red if it is wrong. In the event of an incorrect selection the right answer will light up green.

In the top right is the user score for the round and on the left is the remaining time for the round.

### C:\Users\Collin.Mckeahnie\Pictures\screen shots of quiz game\Post Game Scene.PNGPost Game Scene

The final scene is displayed after the round has ended, the Post Game Scene. Here the user can review the questions that were asked, red means they got the answer wrong and green for correct. A user can press a question and the text will change from the question text to

# Product Overview

## Scope for expansion

An expansion of the application is to add category specific questions, so users can play only certain categories or random, this may also tie into the global score board to show where users rank on particular categories.

Currently the app is designed to work with text-based questions, a future expansion may be to allow for picture-based questions, for example an image of an animal may appear and ask them to select the correct name.

Another area of expansion may be in how answers are submitted, on release Let’s Quiz presents users with 4 possible answers and the user must choose the correct one. Another possible expansion might be to allow users to write their own answers or lists of answers, in this way the possibility to ask a user to list as many countries starting the with letter C for example.

For minor tweaks and usability improvements our plan is to roll out an app in the best state possible and then listen to our users requests as to what they feel is important and beneficial and priorities from there.

## Needs and Features

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| --- | --- | --- | --- |
| **Need** | **Priority** | **Features** | **Planned Release** |
| Playable Quiz Game | 1 | Basic single player quiz game that asks a user questions and scores correct answers. This should be playable on an IOS and android mobile device. | April 2018 |
| Question pool that can be updated by users | 2 | Allow users to submit questions to the online question pool via an in-app submit question scene where user’s trivia questions are entered and uploaded to the server. | July 2018 |
| Multiplayer Quiz Game | 2 | Connect 2 users together so they can play against each other. | July 2018 |
| Allow user to have multiple games running simultaneously | 2 | Have game management page where users can see and join all their outstanding games | July 2018 |
| Have users play multiple rounds against each other making up a complete game | 3 | Ongoing games management for each user, to be handled on the server. | July 2018 |
| Link Let’s Quiz with popular social media platforms | 3 | Integrate Let’s Quiz with Facebook and Google Play’s APIs | September 2018 |
| Notify users when it is their turn to ensure faster game play | 3 | Push notifications to user’s phones to alert them when it is their turn. | September 2018 |
| Ability for users to vote on questions they like or do not | 4 | Optional button available to the user at the end of the quiz that increments a rating held against each question on the server | September 2018 |
| Global Score board containing all users | 4 | Have a high scores page that syncs with a high scores table on the Let’s Quiz server | September 2018 |
| Polished game, globally available | 5 | Publish Let’s Quiz to Apple’s App Store and Google’s Play Store | September 2018 |
| Multiple categories of questions | 6 | User option to select a specific category of questions before the game, so the quiz is on a particular topic of interest to the user | TBA |
| Picture based questions | 6 | Questions could be based off pictures as opposed to text only | TBA |
| Allow for user input as an answer | 6 | Ask open ended questions and have users provide an answer as opposed to selected from a multiple choice list | TBA |

# Other Product Requirements

## Quality Characteristics

#### Security

User accounts will be maintained via social media SKDs or with the use of data stored on the user’s phone. This means that the users account is only as secure as their phone. We have determined that this is sufficient due to the trivial nature of the game itself and minimal personal information we have of each user.

#### Reliability

Let’s Quiz relies on two systems to operate, the user’s phone and the online database. The burden placed on the user’s phone is minimal, so long as they meet the minimum system requirements there should not be no problems. The online data base relies on a third party and we can only take them at their word that they will maintain 99.9% uptime, given that this is a paid service the likelihood that they will meet this promise is quite high.

#### Usability

An easy to learn, easy to navigate game is a primary design goal of the Let’s Quiz team. Users should feel confident with all aspects of the game from the first time they use it, by design there are no tricks or traps that a new user will not know or fall into.

#### Fault Tolerance

The most common fault predicted is incorrect answers, the user ratings and report system should help to isolate problematic questions. The proposed.

## Constraints

#### Legal constraints

Let’s Quiz is a unique and independent development, we have no reason to be concerned with any breaches of copyright law or impinging on anyone’s intellectual property. The game itself will have a rating within the App Store and Play Store of 13+ just in case there is someone who may take offense at the content.

#### User requirements

A final constraint of Let’s Quiz that is placed on the user and is not explicitly stated. It is the need for the user to be able to read English. At this point there is no features to assist someone who may be struggling with this part of the game and it is a barrier of entry that the user be able to read the questions and answers.

#### Environmental Constraints

The user must have an internet connection to be able to play Let’s Quiz as a multiplayer game, furthermore they must be able to connect to the server.

#### Market Constraints

The intention is to release Let’s Quiz using the mobile apps for each mobile platform, The Play Store and The App Store, for android and iOS respectively. These online market stores have terms and conditions that the development team and the application Let’s Quiz must heed to.

#### Hardware

The hardware requirements of Let’s Quiz are very minimal, only requiring a touch screen and the most basic graphics card, almost all phones should be able to run Let’s Quiz.

#### Operating System

Due to the low system requirements of Let’s Quiz it will be compatible with Android devices running Lollipop 5.0 or newer and IOS 8 or better, these versions have been around since 2014 as such we are not expecting any compatibility issues.

|  |  |  |
| --- | --- | --- |
| **Staged Roll Out Release Schedule** | **Priority** | **Planned Release** |
| Single player quiz game | 1 | April 2018 |
| Guest login and Let’s Quiz account creation and login | 2 | June 2018 |
| Multiplayer quiz game | 2 | July 2018 |
| Ongoing games lobby for users, to allow for multiple ongoing games | 3 | August 2018 |
| User ability to submit question | 3 | August 2018 |
| Global Score board | 4 | September 2018 |
| Question rating system for users | 4 | September 2018 |
| Login with social media accounts | 4 | September 2018 |
| Push notifications | 4 | September 2018 |