

Meeting 8

Date: 05/05/2016

Facilitator: Tuyen

Participants: Tuyen, Emil, Jonathan, Tove, Alex

Objectives (5 min).

- Troubles with git after pushing a local branch to a remote and then deleting it - causing us to lose some work from Emil.
- Working on the report, to have something to get feedback on.
- Finding job to work on the app due to us being so many and not really sure what to do.
- Further work on design choices and specification (like how to handle accounts).

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Reports (15 min).

- Emil has fixed tabs when opening a course, but there are some small issues with loading in the content for the tabs.
- Alex has succeeded to display comments and add comments to a video.
- Tove has started with create-account but has a lot of remaining work to do.
- Jonathan added statistics and changed the way QuizActivity's AnswerButton works
- Tuyen has succeeded to change the toolbars' title accordingly when changing activity from a list element

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Discussion Items (35 min).

- How we **handle accounts**:
 - ◆ There are two ways to handle this, and both are simply **emulating a database**.
 - ◆ We either **write the data to a SQLite file** to store the account-information locally, so the information doesn't get lost when closing the app...
 - ◆ Or, the information does get lost when closing the app, and we only **utilize our fake database class** to store the account information. To **set the current user** after being logged in we use our **storage class**.
- Due to a lot of **uncertainty** of what to do, each group members should **check the TODO-document more frequently**.
- To **avoid misunderstandings**, group members should **check the commit-history** more frequently.
- There are two modes that the teacher can enable for the quiz:
 - ◆ Timed
 - ◆ Not timed
- Suggestion (whole quiz):
 - ◆ every quiz has a certain amount of points available.
 - ◆ A student can't collect any more points than this allocated amount of points, even if she re-takes the quiz.
 - ◆ If she scores a portion of the points, and retakes the quiz, completing questions she failed at, she only reaches the pre-set cap.

- Suggestion (ONE question within quiz):
 - ◆ A question has a total of x points to be handed out.
 - ◆ Any single question within the quiz has a certain amount, y , of correct answers allocated to it
 - ◆ If a student selects y correct answers, that answer rewards the student with x/y points.
 - ◆ If a student selects y incorrect answer, that student gets $-x/y$ points.
 - ◆ A student cannot go below 0 in points.
- Suggestion (timed quiz):
 - ◆ The teacher sets a time for the quiz
 - ◆ The student can't continue with the quiz when the timer runs out
 - ◆ If the student completes the quiz before the timer has run out, the remaining time is converted into extra points
 - If the student continues and has remaining time after completion, only the time difference between this try and the previous best time is rewarded with points
 - Best time is also included in statistics
 - ◆ Time bonus is only added when the student has 100% correct answers
- Suggestion (both quiz modes):
 - ◆ If a student completes x questions in one mode, and then moves on to the next mode, she can not get points for those questions again
 - ◆ Getting 100% of the questions right grants a one-time bonus for the quiz.

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Outcomes and Assignments (5 min).

- Tuyen will implement the quiz-modes
- Tove will continue with CreateProfile
- Jonathan will work on implementing a point system. Points rewarded by quiz and watching videos
- Emil will continue working on the lists, and will start working on the search-feature

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Wrap up!

- Next meeting will be held 09/05/16 or 10/05/16

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