development log

## checking user answers – 20/12/22

* Mainactivity passes a map <String, Int> to rvadapter, where the string is pizza topping; int is 0-3, where the ints represent the following:

|  |  |  |  |
| --- | --- | --- | --- |
| 0 | 1 | 2 | 3 |
| Not present, user hasn’t selected (color remains unchanged) | Present, user hasn’t selected (yellow) | Not present, user selected (red) | Present, user selected (green) |

* When a new pizza is requested, mainactivity passes a map to rvadapter which has all Int = 0 so the background colors of all the topping items displayed in the rv is neutral.
* As user clicks on toppings to select / deselect them, mainactivity keeps track of a map of <String, Boolean>, where String is a topping; Boolean is whether user has selected it.
* When user clicks “check answers”, mainactivity checks above map against a map of correct answers and produces finalMap<String, Int> which is passed into rvadapter. finalMap has Int from 0-3 as defined in the above table.

## user scores – 24/12/22

|  |  |
| --- | --- |
| **The idea** | When user starts quiz, the app arranges all the pizzas in a random order. When user clicks “next pizza”, the app doesn’t generate a “random” pizza but rather gives the next pizza in the pre-randomised list. There’ll be a score at the top right of the screen which shows how many pizzas the user has gotten right.  A highscore feature could be added in future. |
| **Implementation** |  |
| **Issues / Solutions** |  |