

Team Report for Week 14 (05/02)

General Info:

CS 161 Section 01

Team Name/Project Title: XMarksTheSpot

GitHub: <https://github.com/gstawde/XMarksTheSpot>

Team Lead for Weeks 13 and 14: Gargi Tawde

Next Team Lead: n/a

Meeting Attendance:

- ☒ Gargi
- ☒ Fariha
- ☒ Areebah

Updates:

→ *Meeting Notes*

- ↳ **05/02:** Performed a project walkthrough to check for any issues, bugs, outstanding feature implementation. Split up work for bugs that were encountered.

→ *List of Action Items That Were Completed:*

↳ *In Progress:*

- Deploying the app

↳ *Features Finished Prior to Today:*

- Initial Database Setup
- Landing Page
- User Dashboard UI
 1. Game History
 2. Settings
- Log In + Sign Up
 1. Account Creation API
 2. Login API
 3. User Authentication
 4. Forgot Password
 5. Password Encryption
- Dockerized mysql db

- Question and Country Information Database Content
- Game View UIs
 1. Module Selection
 2. Join/Start
 3. Question Page
 - Dynamically generates and replaces UI based on question type being generated
 4. Game End
 - Displays user rankings for the game session
- Game functionality:
 1. User can start a solo game session
 2. Creates new game in the DB to store the the game history and user's scores
 3. Quiz Question API
 4. 15 questions are generated upon starting a game
 5. 30 second timer for users to answer questions, that updates in real time
 6. User can select/fill in answer they want to
 7. Can calculate and update user's score
 8. User answer choices are scored
 9. If a user answers a question before other users have done so/before time has run out, they get an alert to wait while other users complete answering the question.
- Account Milestones:
 1. Added milestones to the DB
 2. Milestone APIs
 3. Can display the milestones on the dashboard
- User rankings
- Proper score calculation
- Setting the proper milestone reached for user
- Multiplayer mode

→ *Milestone Progress:*

↳ **Milestones Completed:**

- M1 (Finalize Design + Features)
- M2 (Database Setup + User Authentication)
- M3 (Game Implementation)

- M4 (User Engagement, Multiplayer)
- ↳ **Milestone in Progress:** n/a
- ↳ **Target Completion Date for Current Milestone:** n/a

Deployed Links

Frontend: <https://x-marks-the-spot.vercel.app/>

- **To properly test the site in its entirety (taking into account backend functionality, please follow instructions in docs/expert_users**

Feedback

→ Void:

- ↳ **Jump and Launch:** “Very nice. Very simple and easy to understand.”
- ↳ **GeoUnity Feedback:**
 - There could be other measurements, such as who answered faster or who had the best streak → We are already implementing this feature
 - Free response - how are these questions evaluated? → We clarified in our presentation that the free response questions are fill-in-the blank questions (one-word or two-word answers).

→ Bug:

- ↳ **GeoUnity:** “Game seems to pause totally when the submit button is entered and the alert dialog pops up. When the game completed I got the game over screen, but no one was listed in first/second/third place, nor was there a user score.”

→ Enhancement:

- ↳ **Short Term**
 - **GeoUnity:** “I can build the project. I can reach the landing page. I can register, and log in/log out. I can enter settings. I can initialize a quiz and enter an answer. Selecting from countries is not visually responsive. Submitting text is also not clear if it worked correctly.”
 - **JAL:** “Renaming the title of the website from “React App” to [your game’s name]?” - Just a quick thing we missed changing.
 - **GeoUnity:** “Maybe the UI could reflect more how it is evaluating Map quizzes - there could be maps, or geography in the background” - We will manipulate the UI a bit more to

reflect the topic aside from just the name and logo (E.g. change button shapes).

- **GeoUnity:** Explain tokens feature to users prior to account creation
 - **Jump And Launch:** Rename the title of the website from the “React App” to “X Marks the Spot”
 - **GeoUnity:** Allow users to join with a code (even with no account)
 - **Jump and Launch Feedback:**
 1. Forget password feature → We will add the forgot password feature to the Login Page.
 - **GeoUnity:**
 1. For the Database: Is there a way for the question table to relate to other entities? Otherwise it might just be delegated its own database. → We will connect the Question Database to other entities, such as by possibly adding a module table to organize the questions into separate quizzes.
- ↳ Long-Term:
- **Professor Tsao Feedback:**
 1. How can it be more interesting in comparison to other competitors, such as Canvas?
 - **Jump and Launch:** Let people change backgrounds on quizzes (instead of using a fixed color)
 1. Not a priority for product functionality, but a great idea going forward
 - **GeoUnity:** The UI could reflect more how it’s based on Map content (ex: there could be maps/geography in the background)
 - **GeoUnity:** Add a graph representation of game history, scores
 - **GeoUnity:** Visibility of other user profiles from the leaderboard
 - **Jump And Launch:** Making the site mobile friendly
 - **JAL:** “Mobile Friendly?” (“On the go” kind of website)”
 - **Professor:** Sample game would be nice so users can get a taste of the product before creating accounts and joining.