

Team Report for Week 2 (02/04)

General Info:

Team Name/Project Title: XMarksTheSpot

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

Team Lead for Weeks 1 and 2: Gargi Tawde

Upcoming Team Lead: Fariha

Meeting Attendance:

- ☒ Gargi
- ☒ Fariha
- ☒ Areebah
- ☒ Swathi

Updates:

→ Team Contributions

↳ **Everyone:** Finalize Project Idea

○ Country-Identification Content Based Game

1. User Dashboard

- User can get a token for each point milestone they achieve, which they can see in their collection
 - E.g. for every 100 points added to their overall player score, they get a flag to add to their wall
- Dashboard will display tokens the user has earned
- Can see ranking number in comparison to existing users

2. Quiz Game

- Multiplayer game
- Users gain points based on answer accuracy, speed of answering the question, and question difficulty
- Bonuses awarded to game winner at the end
- Points earned during the game get added towards user's overall score (that earns them more tokens)

- Questions in set are randomly selected during game, so user does not face a redundant game with every replay
- Player can either start or join a game
- ↳ **Everyone:** Prospective Tech Stack
 - **Frontend:**
 1. Tailwind
 2. HTML
 3. CSS
 4. Node
 - **Backend:**
 1. MySQL
 2. Docker
 3. Flask
 4. Python
- ↳ **Gargi:** Make the GitHub Repo
 - Link: <https://github.com/gstawde/XMarksTheSpot>
- ↳ **Gargi:** Make the Team Scrum Board
 - Trello
- ↳ **Gargi:** Set up required github subdirectories
- ↳ **Gargi:** Finish basic README
- ↳ **Gargi:** Set up Weekly Report Template for future reports
- ↳ **Gargi:** Push Week 2 Team report to /weekly_team_report
- ↳ **Fariha:** Set up Discord and Google Drive Folder
- ↳ **Everyone:** Describe the market space the application is related to and the selling points of the product
 - “According to the Nation’s Report Card, the **largest** continuing and nationally representative assessment of academic performance in the U.S., only 25 percent of American students in the eighth grade **scored** “at or above NAEP (National Assessment of Educational Progress) proficient” in geography.”
[SOURCE](#)
 1. This tool can be used to help students refine material they’re learning in school, and ensure they are performing at the appropriate level.
 - Geared towards users who are interested in learning geography.

- The game will help users remember geography facts in a fun and interactive manner.
- Game and site is focused towards the type of content being learned.
- Multiplayer allows users to learn with others.
- Users can earn tokens as performance overall improves, which provides incentive to learning.
- ↳ **Everyone:** Algorithms/AI Schemes used in core engine
 - Points earned per question based on:
 1. Correctness
 2. Speed at which question is answered (can earn a maximum number of points when timer begins, which goes down as the timer goes on)
 3. Question difficulty

→ *Upcoming Tasks/Milestones (and who they're assigned to)*

- ↳ Semester Milestones (all milestones are moving parts and subject to refinement):
 - **2/5 - 2/13:** Finalize Design + Features
 - **2/13 - 2/20:** General UI/Page Setup
 - **2/17 - 2/29:** Initial Database Setup
 - **2/17 - 2/29:** Account Creation + Admin Account Setup
 - **2/17 - 2/29:** Log-In/Log-Out
 - **3/1 - 3/30:** Game Mechanics (i.e. logic and stats collection)
 - **3/1 - 3/30:** Implementing token collection
 - **4/6 - 4/20:** Finalize User dashboard
 - **4/6 - 4/20:** Join/Start Game functionality
 - **4/6 - 4/20:** Multiplayer functionality
 - **4/20 - 4/25:** Internal Testing
- ↳ Milestones for the next sprint (in no particular order):
 - *Generic:*
 1. Finalize UX/UI
 2. Finalize features
 3. Narrow Tech Stack based on ideas from this report
 4. Database ERD
 - *Individual Assignments (in no particular order):*
 1. **Gargi:** Work on product wireframes
 2. **Areebah:** Work on Database ERD

3. **Fariha:** Work on design, brush up on technologies
4. **Swathi:** Brush up on frontend and backend technologies
5. **Everyone:** Finalize features
6. **Everyone:** Week 3 Presentation (slide deck)

Blockers + How We Intend to Resolve:

→ n/a

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