

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).
- ↳ **Professor Tsao Feedback:**
 - How can it be more interesting in comparison to other competitors, such as Canvas?

→ 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:
- **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.

Feedback (pt. 2)

There are some great enhancements (long term) that were suggested over the course of the semester. They are listed in the section above. Here are some examples of why some suggestions would be particularly beneficial:

- “The UI could reflect more how it’s based on Map content” - due to time, we could not hone in on the theming beyond logo and general color scheme, but it would be great for branding overall to flush out a UI that even further reflects the geography/map theme of our product.
 - E.g. make the background have dashes like one would see on a treasure map, use a custom treasure chest icon, etc.
- “Add a graph representation of game history, scores” - Learning tools often have analysis features, and beyond just game history, it’d be good to show how users progress as they practice different topics.
- “Making the site mobile friendly” - Currently we only have a desktop-friendly site. But in an age of phone-heavy products, it would be great to ensure our site can compete with other study tools on the market by being mobile-friendly.