# Gamification and Fake News: A Thriller about the Challenges of Developing an In-house Quiz App

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IASSIST 2018: Once Upon A Data Point: Sustaining Our Data Storytellers

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#### Where did it all start?

- #EULifeAppChallenge developer contest
- Design by Tomek Kwiatkowski,
   a young developer from Poland
- Uses openly\* available data and demonstrates stats are fun
- Targeted at 14-18 year olds





## Why did it all start?

- Majority' of Remainers switch to backing hard Brexit
- Numbers of smokers rocketed during 2017
- Sadiq Khan gets reprimanded by the Queen
- Pizzagate conspiracy theory





## Why did it all start?

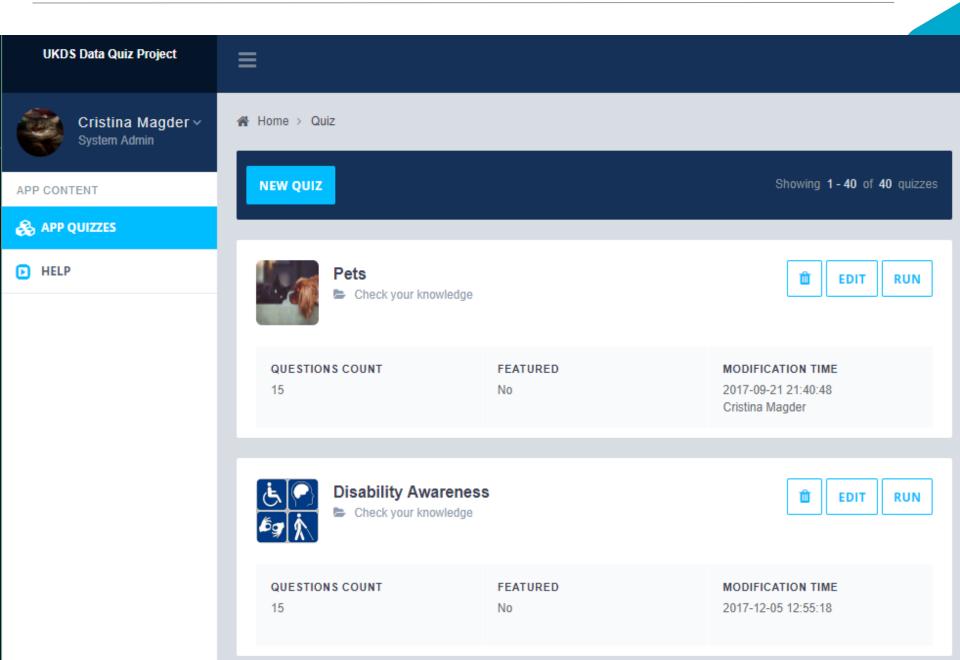
 What better way to combat Fake News than through universal truths?

- Why an app?
  - Purposed-focused
  - Respectable security
  - Offline access
  - Efficient
  - Fun

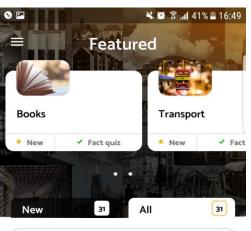




#### The BackEnd

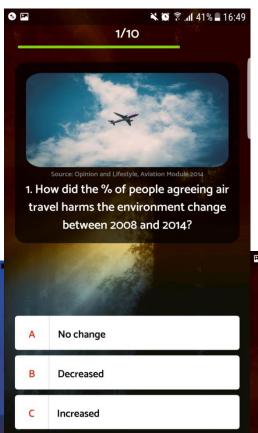


### The FrontEnd











## **Project Management**



#### Divide et Impera

- CreativePower
- Tech Power
- Stats Power



#### **Version Control**

- Track changes
- Single source of Truth

- Readily available
- Branching

Name	Date modified	Туре	Size
Title V1.docx	15/05/2018 11:33	Microsoft Word Document	15 KB
Title V2.docx	15/05/2018 11:34	Microsoft Word Document	15 KB
Title V3.docx	15/05/2018 11:34	Microsoft Word Document	20 KB
Title V4.docx	15/05/2018 11:35	Microsoft Word Document	49 KB
Title V5.docx	15/05/2018 11:36	Microsoft Word Document	58 KB
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Title V7.docx	15/05/2018 11:40	Microsoft Word Document	328 KB





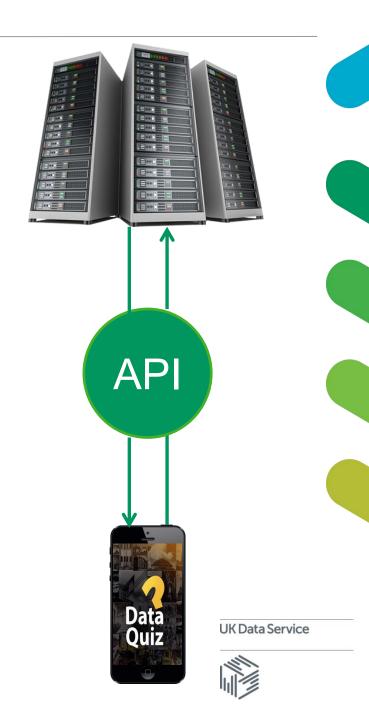
#### **Version Control**

```
UKDS/UKDS/ViewControllers/ResultViewController.swift MODIFIED
                                                                                                                                                                           Side-by-side diff View file
                                                                                                                                                                                                         Comment
   109 109
                     let positionX = UIScreen.main.bounds.width / 2
   110 110
                     let positionY = CGFloat(200)
   111 111
                     print(positionX, positionY)
   112
                     let startAngle = CGFloat(M PI * 1.5)
        112 +
                     let startAngle = CGFloat(Double.pi * 1.5)
   113 113
   114
       114
                     // bg circle
   115
                     let circlePathBg
                                              = UIBezierPath(arcCenter: CGPoint(x: positionX, y: positionY), radius: CGFloat(self.circleRadius!), startAngle: CGFloat(0), endAngle:CGFloat(MPI * 2), clockwise: true)
        115 +
                     let circlePathBg
                                              = UIBezierPath(arcCenter: CGPoint(x: positionX, y: positionY), radius: CGFloat(self.circleRadius!), startAngle: CGFloat(0), endAngle:CGFloat(Double.pi * 2), clockwise: true)
                                             = CAShapeLayer()
   116 116
                     let shapeLayerBg
   117 117
                     shapeLayerBg.path
                                              = circlePathBg.cgPath
   118 118
                     shapeLayerBg.fillColor
                                             = UIColor(red: 0, green: 0, blue: 0, alpha: 0.75).cgColor
   148 148
                     let positionX = UIScreen.main.bounds.width / 2
                     let positionY = CGFloat(200)
   149 149
   150 150
   151
                     let startAngle = CGFloat(M_PI * 1.5)
                     let startAngle = CGFloat(Double.pi * 1.5)
        151 +
   152 152
   153 153
                     let circlePathStart = UIBezierPath(arcCenter: CGPoint(x: positionX, y: positionY), radius: CGFloat(self.circleRadius!), startAngle: CGFloat(startAngle), endAngle:CGFloat(self.getAngle(currentPercent)), c
   154 154
                     self.percentLayer!.path = circlePathStart.cgPath
   194 194
                         angle += 0.02
   195 195
   196 196
   197
                     return M_PI * angle
                     return Double.pi * angle
        197 +
   198 198
   199 199
   200
        200
```



#### **API**

 API (acronym for Application) Programming Interface) is "a set of functions and procedures that allow the creation of applications which access the features or data of an operating system, application, or other service"



OED Online. Oxford University Press, March 2018. Web. 7 May 2018.

#### **API Hurdles**

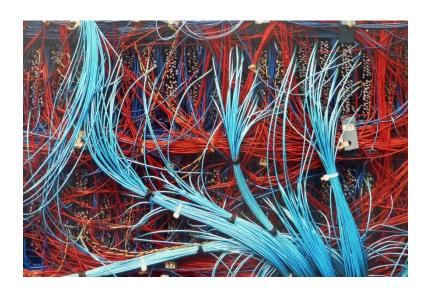
- Original API worked well but lacked suitable endpoints
  - Either provides too much data (Over fetching) or too little data (Under fetching)

- Over Fetching wastes data usage and space
- Under Fetching wastes time, as more API requests have to be sent





## What we've got:



#### What we want:





#### **RESTful API**

A *RESTful API* is an application program interface (API) that uses HTTP requests to *GET*, *PUT*, *POST* and *DELETE* data.

A RESTful API breaks down a transaction to create a series of small modules.

- Cleaner
- Easier
- Ease for synchronization

#### **Databases**

- Core tool of the API
- Database originally in MySQL
  - was based on a previous project (part of something bigger)
  - a little rough around the edges

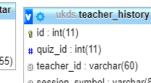
- Remade to work with MsSQL (Microsoft SQL Server)
  - fresh structure
  - standardized formats, fields and names
  - formalized table relationships





#### **Before**





ukds.teachers

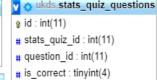
id: int(11)

# school\_id : int(11)



ukds.mentors





v o ukds.notes

# quiz\_id : int(11)

id: int(11)

session\_symbol : varchar(8) json\_data : text # is\_class : tinyint(1) icon : varchar(255) date\_created : datetime date\_modify : datetime shop\_guid : varchar(128)

@ id : int(11)

# hackathon\_id : int(11)

mentor\_email : varchar(255)

ukds.stats\_quiz id: int(11) # quiz\_id : int(11)

# stats\_quiz\_users\_id : int(11)

# is\_starting : tinyint(4) # is\_ending : tinyint(4)

# teacher\_mode : tinyint(4)

# teacher\_history\_id : int(11) date\_created : datetime

v 💍 ukds.stats\_quiz\_users @ id : int(11) email: varchar(255)

v 💍 ukds daily\_inspiration @ id : int(11) content : text

v o ukds.schedule

@ id : int(11) # user\_id : int(11)

date : datetime event : text

#### V 💠 ukds.persons 🧃 id: int(11)

person\_id : varchar(128) name : varchar(255)

age: varchar(255) gender : varchar(255)

details : text interest : text

a languages : varchar(255)

preferences\_max\_age : varchar(255)

title : varchar(255)

description : text

photo\_filename : varchar(255)

### gender\_preferences : text g preferences\_min\_age : varchar(255) ukds.note\_ranges id: int(11) # note\_id : int(11) # percent\_from : int(11) # percent\_to : int(11) image : varchar(255)

 teacher\_email : varchar(127) ukds.questions 0 id : int(11) # quizes\_id : int(11) # user\_id\_modified : int(11) # ordera : int(11) # visible : tinyint(4) type : varchar(255) question : text @ question\_image1 : varchar(255) explanation : text answer1 : varchar(255) answer2 : varchar(255) answer3 : varchar(255) answer\_image1 : varchar(255) answer\_image2 : varchar(255) answer\_image3 : varchar(255) answer\_image4 : varchar(255) multi\_answers : text # answer : int(11) text\_answer: text comments : text rate1 : varchar(255) a rate2 : varchar(255) rate3 : varchar(255) deadline : datetime rate4 : varchar(255) date\_modified : datetime

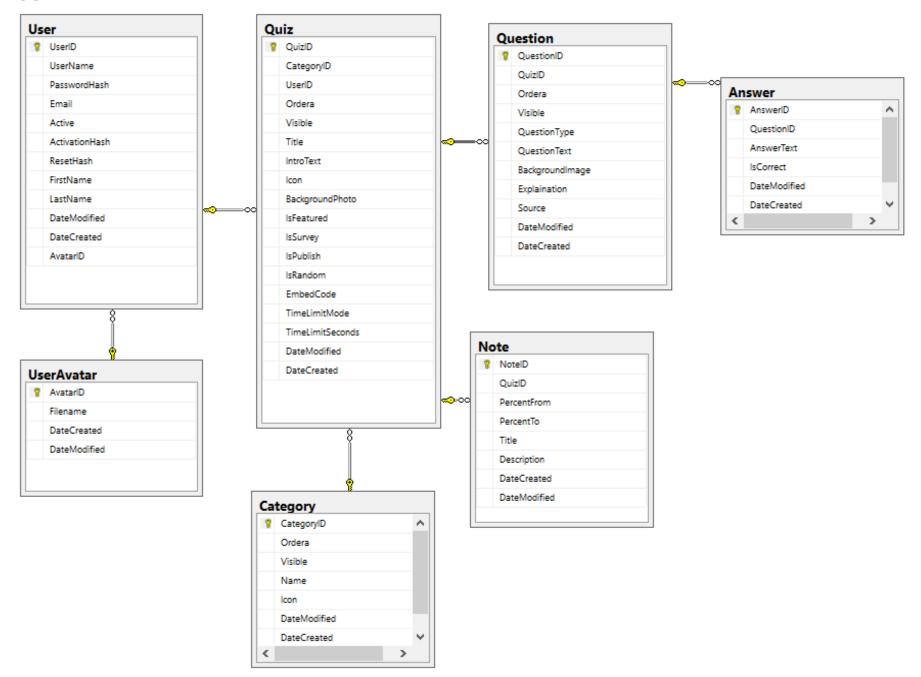
ukds.answers @ id : int(11) # user\_id : int(11) @ user\_nick : varchar(255) quiz\_name : varchar(255) quiz\_html\_answers : text date\_created : datetime ukds.classes V 💠 id: int(11) # teacher\_id : int(11) g class\_name : varchar(127) v 💍 ukds.dynamic\_pages g id : int(11) # user\_id : int(11) name : varchar(255) title : varchar(255) text : text

ukds.quizes V 💠 id: int(11) # categories\_id : int(11) # user\_id : int(11) # user\_id\_modified : int(11) # ordera : int(11) visible : tinyint(4) title : varchar(255) intro : text type : varchar(255) icon : varchar(255) a background\_photo : varchar(255) # is\_featured : int(11) # is\_survey : int(11) # is\_publish : int(11) # is\_random : int(11) date\_modify : datetime embed\_code : varchar(20) # time\_limit\_mode : tinyint(4) # time\_limit\_secs : int(11) # questions\_count : int(11) shop\_guid : varchar(128)

[] link\_shop\_guid : varchar(128)

ukds.users user\_id: int(11) user\_name : varchar(64) @ user\_password\_hash : varchar(255) user\_email : varchar(64) # user\_active : tinyint(1) @ user\_activation\_hash : varchar(40) @ user\_password\_reset\_hash : char(40) # user\_password\_reset\_timestamp : bigint(20) @ user\_rememberme\_token : varchar(64) # user\_failed\_logins : tinyint(1) # user\_last\_failed\_login : int(10) user\_registration\_datetime : datetime @ user\_registration\_ip : varchar(39) @ user\_who\_is : varchar(20) user\_nickname : varchar(255) user\_surname : varchar(128) user\_note : text @ user\_contact\_email : varchar(128) @ user\_contact\_phone : varchar(128) parents\_contact\_email : varchar(128) parents\_contact\_phone : varchar(128)

#### **After**



## **Publishing Apps**

#### Varies by platform



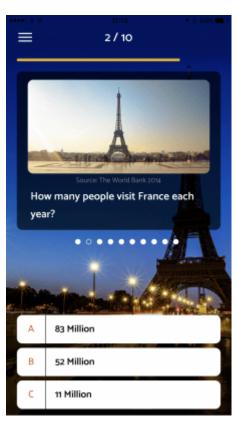
Google Play store is very permissive



- Apple App store is very restrictive
  - Apple requires a D-U-N-S Number to set up an organization's account
  - communication issue between parties delays publishing

#### **Obstacles Encountered and What We've Learnt**





- No commit history
- Lite documentation

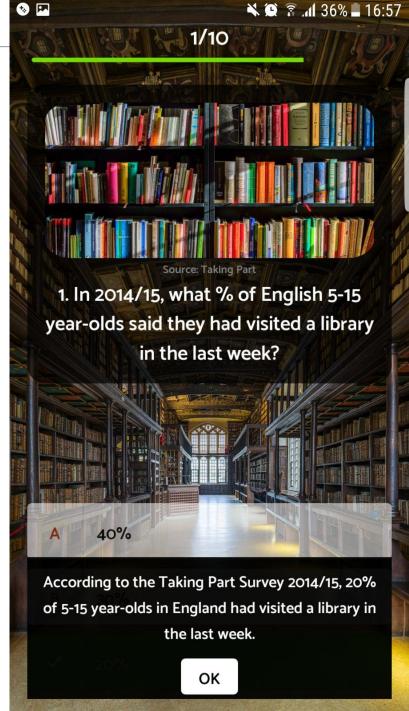
- Deprecated code
- Skills and upskilling



## Future of the UKDS Quiz App

- Improved storage (cloud)
- Web-based version of the app

- Multi-answer questions
- Multi player mode



# Questions



