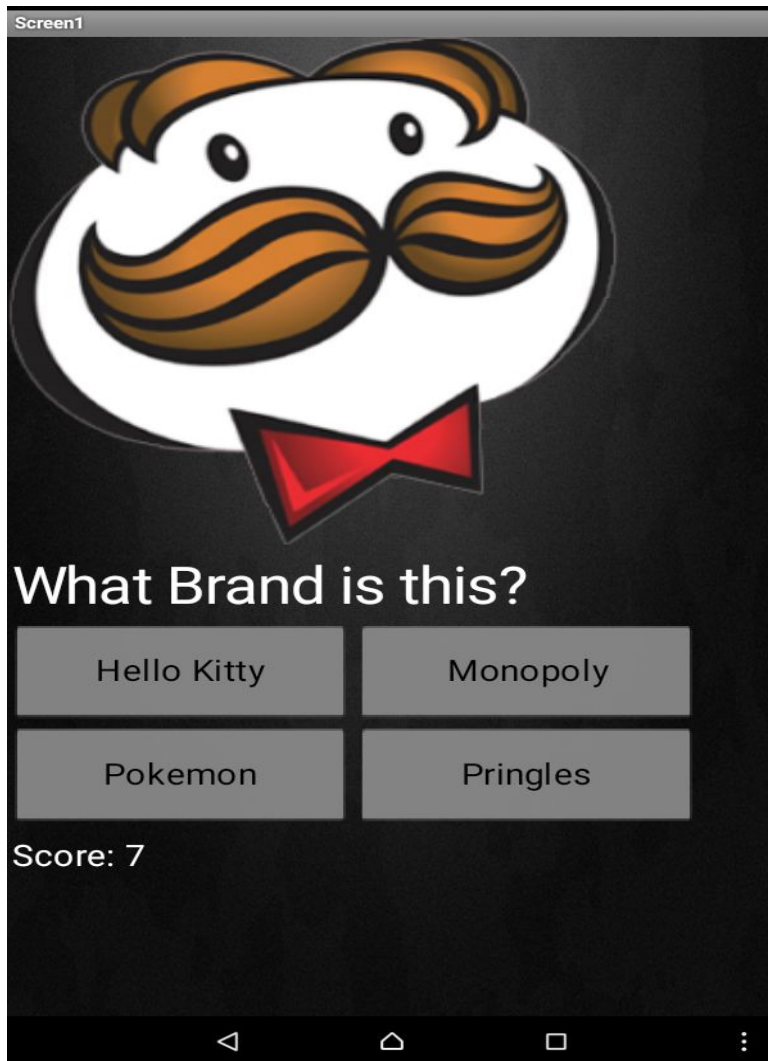


# APP Inventor Project



## Logo Quiz

**Developed by: Rishi Gopalan & Nathaniel Issac**

	Beta Version	Final Version
.aia Files (Source Code)	<a href="#">CSP2_Issac/Gopalan-LogoQuiz_Beta.aia</a>	<a href="#">CSP#P2_Issac/Gopalan_V2.aia</a>
.apk Files (Packaged App)	<a href="#">CSP2_Issac/Gopalan_LogoQuiz_Beta.apk</a>	<a href="#">CSP#P2_Issac/Gopalan_V2.apk</a>

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# Brainstorming

Top 3 App Choices	Space Invaders(Intermediate) Second Top Idea	Quiz Me (Intermediate) Top Idea	No Text While Driving(Intermediate)
Description of Game	<ul style="list-style-type: none"> <li>This is an arcade game for shooting targets.</li> </ul>	<ul style="list-style-type: none"> <li>This is a trivia game that can be used as a template for other quizzes.</li> </ul>	<ul style="list-style-type: none"> <li>This app solves the problem of texting and driving through an auto-response and a voice speaking the text messages.</li> </ul>
Ideas/Comments	<ul style="list-style-type: none"> <li>Seems cool but we had completed a similar game for scratch. We wanted to try out something different opposed to a game.</li> <li>Add Different levels</li> <li>Add Sound effects</li> <li>Being able to upgrade to different types of laser beams</li> <li>increasable number of enemies</li> <li>Include a boss level where it takes extreme precision to kill the boss as the number of enemies will increase.</li> </ul>	<ul style="list-style-type: none"> <li>We chose this App because we had a lot of ideas and inspirations for it. Also, it seemed the easiest to make original with the initial tutorial being so simple and basic.</li> <li>Change subject of quiz</li> <li>Add score</li> <li>Multiplayer</li> <li>Add a hint feature</li> <li>Make it look good like Kahoot.</li> <li>Being able to put an objective. And also a scoreboard</li> <li>Also, when people get more points we can display new level screen</li> <li>As well as we can also add different points for each type of question</li> <li>Also trying to deduct points for incorrect answers.</li> </ul>	<ul style="list-style-type: none"> <li>This is the simplest of apps to complete as we have programmed similar functions in the tutorials we did for our app inventor introduction. We wanted to learn something new.</li> <li>Allow different voices or accents</li> <li>Bluetooth</li> </ul>

## Top 2 Conclusion:

At the end of the brainstorming session we decided as Space Invaders and Quiz Me being our top 2 ideas. No Text while driving was eliminated in this process first to get out top 2. It was a little dry as a game, meaning there weren't many ideas or modification we could think of. Additionally, we didn't have much interest in it compared to the other two games where there were many possible variations. It was a very simple and easy game to tackle as we had done tutorials prior that were similar. However, we wanted a challenge, and felt that the other two games could accommodate that.

## Peer Feedback:

### Quiz Me:

- Try to make all the pictures the same size
- Randomize the questions
- Clear the answer data when moving onto the next question
- Submit button is glitchy
- Player shouldn't be able to move on when wrong

### Space Invaders:

- Make sure the game isn't glitchy
- Allow rapid fire when playing
- Focus on look and sound effects of the game
- Different levels of difficulty would be cool

## Final Idea Conclusion:

The Quiz Me app was our final choice for a multitude of reasons. Firstly, there are similar apps that we use in school like kahoot and quizlet that are very fun to play on. This makes us as a group more interested in programming it. In addition, it was something different from what we had attempted before in tutorials and projects. This could possibly draw more people to come try out our app in the gallery walk. We visioned an app that wasn't too hard for us to create and still had many opportunities for development. Quiz me fell into this category immediately, and it was the most simplest and undeveloped of all the apps. The tutorial had Therefore we could make a variety of modifications to improve it. We also had a constant flow of ideas between both partners for this app which made it clear that it was the best choice.

# Development Tiers

## QuizMe

### Tier 1:

- Modify the pictures, questions, and answers towards are own trivia subject.
- Game isn't continuous. Ends after a certain number of questions
- Add a timer that forces player to move onto next question

### Tier 2:

- Incorporate a score tracker into the game that adds and deducts points
- Change the theme and background to make it more aesthetically pleasing
- Allow player to receive a hint
- After a certain amount of questions then we start to give multiple choice questions

### Tier 3:

- Trying to make multiple pictures and giving them a question from each genre and try to give options to make it harder.
- Allow multiplayer capabilities
- Increase difficulties
- Randomizes questions each time
- Projecting level 1-5 screens

# Beta Gallery Walk

Instructions: Enter the name of the brand with the first letter as uppercase Press submit for your final answer, and click next to go to the first question

Pro: Features Liked	Con: Aspects that were confusing, buggy, or etc.
<ul style="list-style-type: none"> <li>• Enjoyed the simple layout of the app</li> <li>• I liked how some of the brands were challenging</li> <li>• Not all of the brands were obvious</li> </ul>	<ul style="list-style-type: none"> <li>• You don't even need to answer the question to go to the next one. x2</li> <li>• I got the answer right but it says incorrect</li> <li>• Make it caps insensitive so that even if you type in lowercase or uppercase, it still works</li> <li>• You shouldn't be allowed to press next until you get it right</li> <li>• The questions themselves shouldn't be confined into the corner like that. Make it take up more space.</li> <li>• Poor graphic design/layout</li> <li>• Instead of typing, maybe multiple choice?</li> <li>• Describe or make apparent the difference between submit and answer. Also when entering the correct answer such as "apple" for the apple brand it appears as incorrect.</li> <li>• Doesn't make it clear whether it is right or wrong. Try making questions come in middle not on side and make the questions bigger please, but great job!</li> <li>• Can't really tell when the game ends cti</li> </ul>

## Reflection:

When there are an overwhelming amount of cons as seen above, then something must be changed in the way we attempt this project. We took this into consideration and made major adjustment to our quizzing app. We found out that moving to the next question without putting an answer in the answer box was possible, there was cap sensitivity, and design aesthetics were some big upset of our current app. Changing our game to a multiple choice setup was a quick, efficient way to eliminate many cons at once and that's exactly what we decided to do.

# Final Gallery Walk

Instructions: Press on any one of the answer buttons to answer the given question if you got it right then the button will turn green. If you got it wrong then it will turn red. If it turns green then you will get 1 point. After pressing on your answer. You have to wait for 1 second for the question to automatically switch to the next question. After all the questions your final score will be displayed. And then press the play again button to retry.

Pro: Features Liked	Con: Aspects that were confusing, buggy, or etc.
<ul style="list-style-type: none"> <li>• Complete revamp of the beta design</li> <li>• UI is much smoother and better looking and the input of answers is much better</li> <li>• Love how the button changes color (red or green) when it is wrong or right.</li> <li>• The right/wrong indicator is a nice touch to the quiz.</li> <li>• Like the background and layout of the screen. It makes it easier to view everything.</li> <li>• I like how the score is displayed as the game is played</li> <li>• Good concept and like the questions</li> <li>• I like how not all of the brands are obvious but everyone has heard of them</li> <li>• I like the questions that are used as the brand names were unique but not too challenging(maybe add different options to what quizzes we want to do)</li> <li>• Self explanatory and easy to operate</li> </ul>	<ul style="list-style-type: none"> <li>• If you keep tapping an answer it will not progress to the next question</li> <li>• When you get an answer wrong, you should lose some points to make it actually challenging</li> <li>• You can spam the right answer button forever and it will keep adding points to your score as it won't even change questions</li> <li>• Takes a long time for the question to change after you get it right</li> <li>• Wish there were a lot of questions</li> <li>• The buffer between each question is a little too long.</li> <li>• Maybe you should order the questions from easy to hard for it to be more challenging for the player at the end. Also at the end page you should put the score out of a certain number. Also if you quickly press all the answers the player can identify the right answer based on the color. Maybe make the code so that once you click one answer you have to move on and it won't give the correct answer later. - Shravan N.</li> <li>• You can repeatedly click a correct answer over and over, and it will not go to the next question, it will stay at that question and continue to add to the score.</li> <li>• If you added a reset button that would make the gameplay slightly easier to manage since if you wanted to reset in the middle you would be able to. -Edward He</li> <li>• You end up getting the score even if you get it wrong on the first try, so maybe make the points decrease for each wrong click</li> </ul>

# Final Conclusion Reflection

## **Nathaniel Issac:**

In terms of the development process of the app. I will not lie it was a struggle as the time until the beta we had still not completely understood the use of our app and how we could try to make it our own. But after the beta walk and looking at all the cons we were able to come with a plan and had a clear direction, in where we were going with our app, we asked for feedback from other students as well as asked for anymore additions we could have done. The peer comments really did help because we were able to see some problems that we had not come across before. In terms of the team dynamic Rishi was able to code and help me document and I was able to help also code with malfunctions as well as any more additions we could have done.

## **Rishi Gopalan:**

Brainstorming went very well with both group members equally contributing and enthusiastic towards the final idea. Programming in App Inventor was where it got tough for us because of the odd syntax and my unfamiliarity towards it in general. It took a lot of trial and error, and our progress was slow at first. I began watching some youtube tutorials for inspiration and the feedback from the beta walk as much as possible. This is when our project began to take off in a positive. I improved at programming in APP Inventor and the development of our app was smoother and more enjoyable now. Changing to multiple choice after the beta was a great decision that eliminated many previous cons. In the final gallery walk, we significantly improved with the number cons decreasing and the pros increasing. There were still some small things we could have fixed with more time, but we definitely gave it our best with the give knowledge and time.



# Daily Log:

Date:	In Class	At Home
Daily Log: 9/18//2018	We both started to brainstorm and narrowed down our ideas and thought about which was the best for this project	We then thought about the changes we could do to that tutorial with which we could be different
Daily Log: 9/19/2018	Asked Mr Brown and then chose the topic we were doing because another team was also doing the same app.	Rishi started to do the front page and I was looking at the code and seeing the different ideas
Daily Log: 9/20/2018	Started to document our tiers and then as well as then we tried to check out our app on the tablet and see what else we could do with it like changing the background and also making it more aesthetically pleasing. Rishi then completed the brainstorm part of the project with the tiers final idea and tiers.	
Daily Log: 9/21/2018	Nathaniel Isaac, started the code for quiz me and tried to finish the tutorial Rishi was absent	NA
Daily Log: 9/22/2018	NA	Nathaniel Isaac finished the coding and then changed the questions in the tutorial to fit the aspects of our quiz
Daily Log: 9/23/2018	NA	Started to comment on the beta codes and finish any minor errors
Daily Log: 9/24/2018	Nathaniel and Rishi ran into problems for the code. Our modified version looked nothing like the tutorial when we tried out the app. It took a large chunk of the period but we finally got it working with help of another team. We are now able to incorporate our own pictures and questions into the app.	Rishi and I tried to fix the sizing issue of the pictures and also finished the adjustment for the background
Daily Log: 9/25/2018	We were able to get some questions on and were able to get everything working ok for the beta walk.	Tried the app at home and see if everything was working to our desire and also made some last comments to our tutorial
Daily Log: 9/26/2018	Installed the beta app and had the gallery walk	Saw the pros and cons and saw that there were a lot of cons so we came up with our plan of attack for the our final app as well as finished our reflection for the beta gallery

Daily Log 9/27/18	Nathaniel started fresh and also tried to make the scoring work properly and Rishi started on another multiple choice app	Nathaniel tried to make the quiz me tutorial as well as Rishi's multiple choice quiz together but it did not work.
Daily Log: 9/28/2018	Nathaniel again tried the entire period to join both of the apps together. So we both scratched Nathaniel's ideas and started to fully work on Rishi's idea for the multiple choice	NA
Daily Log: 9/29/2018	NA	NA
Daily Log: 9/30/2018	NA	Rishi put in more questions for the app and also started to research different types of questions for our multiple choice
Daily Log: 10/01/2018	Rishi and Nathaniel states to work on the score program for the app. Nathaniel tried the entire period and it worked	Rishi researched more quiz topics to make the quiz harder
Daily Log: 10/02/2018	Nathaniel and Rishi talked about the welcome page and researched on how to do it using canvas.	Nathaniel and Rishi finished the welcome page
Daily Log: 10/03/2018	Rishi and Nathaniel discussed on how to make the quiz more aesthetically pleasing. So Rishi implemented background colors and Nathaniel started to comment on code	Rishi researched more things we could do to the app and Nathaniel worked on minor corrections. Issues with welcome page so we cancelled it.
Daily Log: 10/04/2018	Rishi and Nathaniel started to work on what the end page should look like	Both of us researched different types of code for the end page
Daily Log: 10/05/2018	Rishi and Nathaniel finalized the code for the end page and started working on it	NA
Daily Log: 10/06/2018	NA	NA
Daily Log: 10/07/2018	NA	Rishi and Nathaniel finished commenting for all the code on the app.
Daily Log: 10/08/2018	NA	Nathaniel tested the app multiple times and then we found an error and it took us 2 hours to fix it as it was a small error which we did not know about. Again tested multiple times and finished documenting