The project has three key sections:

1. **Plan** - where you will define the problem, ideate to develop a solution and plan how you will approach the development. All of this will be documented in a Google Drive document, which is submitted on Canvas.
2. **Develop** - code a Ruby application that implements your solution.
3. **Present** - your solution to the class discussing the following:
   1. The problem and the planned solution.
   2. Development of the solution
   3. Highlight any technical or ethical issues with the project.

The problem and the planned solution

* We were tasked with the challenge of gauging student’s progress learning a topic. Learning a new programming language is difficult endeavour. Quizzes are a valuable learning tool, they can be used as a study guide and way to mark your progress.
* We would prefer for the quiz to be able to handle more questions down the line.
* Note: we planned out the structure of the code using pseudocode on a whiteboard. As such we did not keep records of the planning process - next time all planning must be recorded to look back at during the development cycle.

Development of the solution

* We have tried to use the coding techniques that we have learnt so far.
* We decided to put the questions into a class so we could leverage DRY.
* First defined our ask method which involved asking the user the question and their answer.
* We defined the class questions with its four attributes, the question number, the question, the multiple choices and the correct answer
* We then put each question into an array, then iterated through the array.
* Planning this on paper/whiteboard before coding provide a smooth development cycle.

Highlight any technical or ethical issues with the project.

* Grasping classes so we could scale effectively was challenging.
* Getting what we thought was a simple concept at first - sound - proved to be a learning journey about different system capabilities
* We would prefer to have a better grasp on version control (Github) before the next project, especially one conducted in a group environment.
* Ethical concern came up late into production cycle - colouring used for text was quite dark and difficult to read on some systems. We wouldn’t want a student’s score/time to be at a disadvantage due to sight impairment. As such we chose brighter colours in line with the WCAG.