

STUDY ASSISTANT APP

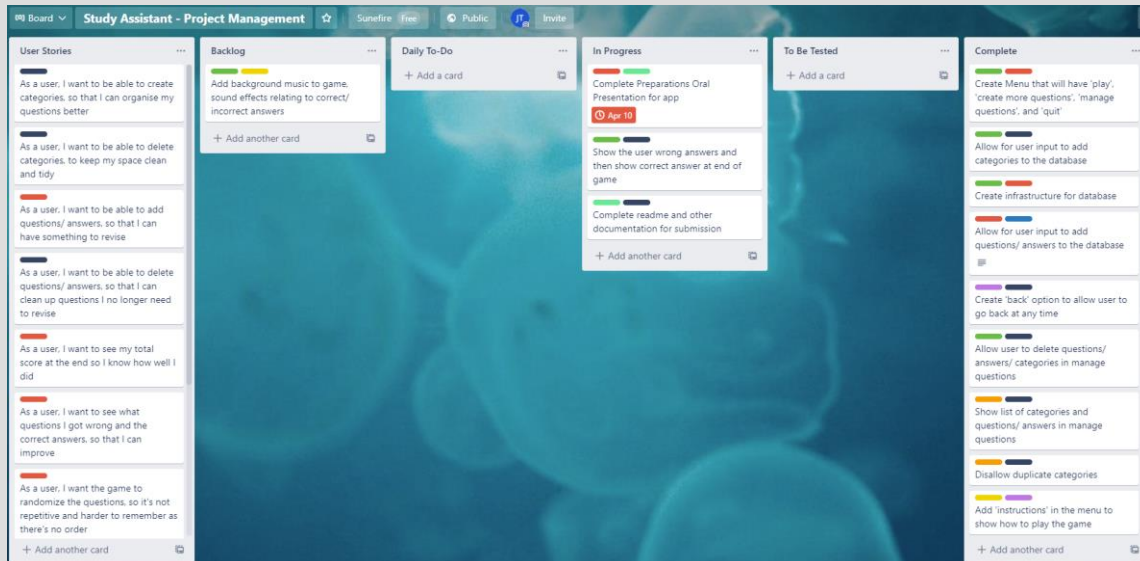
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ABOUT

- Trivia style game, revision style
- Inspired by asking sister to hold up revision questions and for me to answer them and asking if I'm right or wrong.
- Purpose is to allow user to self-revise, or to educate, entering in their own questions and answers, and then testing their knowledge.
- Target Audience: Learners and Educators

PLANNING

- Use of Trello Board
- Created user stories as a what they would want to do in this app/ have available to them
- Then created a backlog of bite sized tasks with estimated time frames and priority

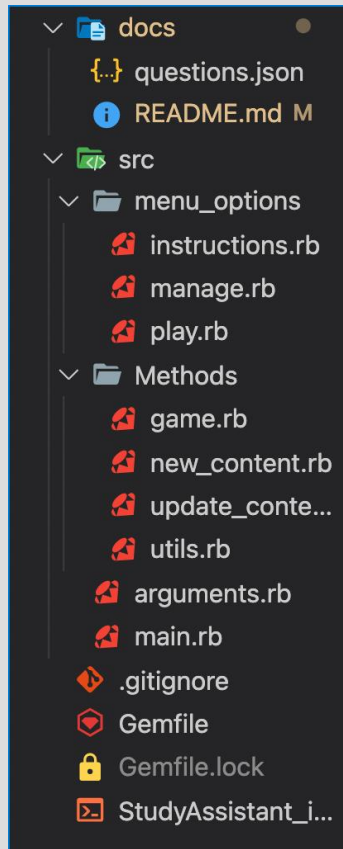


- Scheduled tasks in a daily-to-do and move them to in progress when I start working on them
- Move to to-be-tested, once coded, and then complete once working

FEATURES

- Trivia Revision Game – Program asks user if they want to choose a category, get given a random category, or mayhem(all questions). Program then prompts user the questions and user answers.
- Random category has small animation and delay, to add a fun effect to the game and a bit of suspense
- Getting a correct or incorrect feedback once answered, and then summing up the answers at the end of the game to provide a percentage and a comment
- Creation/ deletion of categories as a hash, able to assign questions to an existing category

CODE OVERVIEW



Main Files

- Main.rb file was basically the main menu of the game, had the welcome message and a prompt to start the user off with navigation
> Play > Create/ Manage Questions > Instructions > Delete
When chosen, it will call one of the menu_options files, as they are a big function of functions, with puts and more tty-prompt.
- Methods folder, contained all the functions that the menu options called, new_content, game, and update_content, were the functions for things like Create questions, delete questions, updating name of category, etc.
- Utils.rb was a huge DRY enabler for me. This contained functions of code that I found repeating a lot, basically where all the logic of my program comes from, the functions that were in new_content and update_content, called functions from utility a lot.

CHALLENGES

- Spending hours upon hours on code, then once acquired tty-prompt gem, getting rid of half of it, as it used to depend on user input to navigate menu items.
- Not repeating myself was a challenge, but was fixed by creating a utility file, with code as functions that I found myself repeating a lot (check if question exists, check if category exists, etc.)
- Debugging, debugging was fun, but hard at the same time

FAVOURITE PARTS

- Files – seeing all these different files work together felt really nice. A file of utility functions was one of my favourite files.
- Debugging, finding out where the program reaches, putting variables on display to see if they work. Hard but rewarding.
- Gems, seeing how useful and creative the gems are. TTY-prompt is amazing, and if I got it sooner, I'd have spared a lot of my time.

THANK YOU

- Thanks for listening, demo time!