Tricky Quiz!

Developed by Josh Koh and Shriya Rudrashetty

	Beta Version	Final Version
.aia Files (Source Code)	CSP6_Koh_Rudrashetty_TrickyQuiz_Beta.aia	CSP6_Koh_Rudrashetty_TrickyQuiz_Final.aia
.apk Files (Packaged App)	CSP6_Koh_Rudrashetty_TrickyQuiz_Beta.apk	CSP6_Koh_Rudrashetty_TrickyQuiz_Final.apk

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Brainstorming

Preliminary Brainstorming

Key:

Top Idea #1

Top Idea #2

➔ **Add more topics (make it not about baseball)**

➔ Add stages to the quiz with different topics for a longer quiz session

➔ Add a point and level system

➔ Visual appeal, such as a colorful popup whenever a question is answered correctly or incorrectly

➔ Getting a question wrong takes away points

➔ Boxes appear and the answer is instantly selected by tapping it

➔ Make the Quiz multiple choice

➔ Make the page colorful, change the background whenever the question changes

➔ Restart Button, once all questions are answered

➔ **When you answer all the questions, a score is displayed**

Top 2 Ideas and Elaboration

Add more topics!	End Score Displayed
➔ Make it a CSS / HTML quiz! ➔ Allow the user to pick which topic they would like to be quizzed on ➔ Topics of varying difficulty are scored differently ➔ Maybe based off a different, more common theme, like a book	➔ Harder questions have higher point values ➔ Points are taken away for incorrect answers ➔ A rating (such as "master", "novice", "amateur") is given based on the score ➔ After the last question, a summary is displayed on what questions you got correct and what you got wrong

Tiers of Progression

Tier 1 *What are all the basic features we need to get done first?*	➔ Scoring system 　　◆ Incorrect or correct? ➔ Questions with right or wrong answers ➔ A way to advance to the next question
Tier 2 *What are features that would make our app better that we could still get done in a reasonable time?*	➔ Change the theme from baseball to something else 　　◆ New images? ➔ Multiple choice questions ➔ Score displayed at the end ➔ Pop-ups appear when questions are answered correctly ➔ Restart button
Tier 3 *What are the really cool/awesome features we want to do, but might not have time for?*	➔ Allow the player to choose from multiple topics 　　◆ Certain questions can have multiple answers ➔ Ex. answers with capital letters vs. answers without

Feedback

From a second partner group

Key:
<mark>Most liked ideas</mark>

Multiple backdrops that change according to the questions
High scores, leaderboard (local to device)
<mark>Text-to-speech for questions</mark>
<mark>Simplistic design, jeopardy-like design</mark>
Edgy background music (small audio file and keep repeating it)

Beta Walk 9/27

Instructions:
Just take the quiz
When you get a question wrong, a popup will notify you.
Scroll down to view the explanation of why you got a question wrong.
At the end, once you get your final score, you can scroll to view all the explanations and try again.

Pro: Features Liked	Con: Aspects that were confusing, buggy, or etc.
➔ Really Liked the "Try Again" Button ➔ I really like the trick questions ;) x5 ➔ Cool design and formatting x3 ➔ Impossible quiz	➔ You should have a back button or on the score page have a score out of number of questions ➔ Add a total score somewhere x2

Reflections

Shriya:
Based on the feedback we had received, it seemed like we needed to include certain features. For example, some requested that we have a total score after the quiz was complete. We did not have that before and the user had to manually scroll through each question to see what they got wrong. This was a feature we had hoped to include in our app. Additionally, some of the other apps we saw had an introduction screen with the name of the app and instruction. We also may think about adding that aspect to our app

Josh:
The feedback we received was overwhelmingly positive, with the negative comments being mostly directed at the features that we lacked. I think we should definitely add a total score for the questions at the end, as it allows the player to see how well they've done. I also plan to add a title screen, if possible. If we have time, we want to see if we can add explanations to the answers provided for each question.

Gallery Walk 10/9

Instructions: Just take the quiz, you should know how :) When you get a question wrong, a popup will notify you. Answer explanations for the previous question will appear on the current question. Scores will be updated in real time! Scroll down to try again!	
Pro: Features Liked	Con: Aspects that were confusing, buggy, or ect.
➔ Good questions and answers ➔ The answers are colorful ➔ It's cool how you have explanations for each problem ➔ The sound it makes is cool.(2x) ➔ questions and answers are humorous. ➔ I like how there is a summary at the end that explains all your errors ➔ Improves your IQ ➔ Game is creative, the questions are funny (2x) ➔ Good addition of the explanation compared to random guessing with no justification in the beta walk	➔ Hard to see the explanation, leave some more space at the bottom ➔ Scroll feature doesn't work very well ➔ No play again feature ➔ The scrolling is not obvious. Maybe add a second screen to allow to view the answers easier instead of scrolling for every question. ➔ Just plain boring after couple minutes ➔ No sense making ➔ Same things over and over again ➔ Answers/questions are meaningless and boring

Conclusion

Final Reflection
Shriya: The development process of our app started off with initial ideas. First, we chose a tutorial and began brainstorming. This was to organize our ideas and find out how we wanted to proceed. After we were satisfied with the amount of brainstorming did, we presented our ideas to another group. This enable us to receive honest feedback on what another group thought of our plan. Then, we began designing our app. Once we were finished, we receive more feedback. This was mainly to tell us what other features our peers would want and what worked out and what didn't. Peer feedback helped us add more features and make our app more engaging. After this, we went back and fixed some problems and added more elements. Then, we finalized the app. Based on what I have experience from this process, I believe it went smoothly. I was able to work well with my partner. We were able to get our app and project notebook done is a decent amount of time. Our final app isn't perfect, but it is a big improvement from what we originally had from the MIT tutorial. However, our feedback from the final gallery walk was a bit surprising to us. Some didn't like the questions and said they didn't make sense. We wanted the quiz to be unique and fun. Additionally, none of these issues were raised during the beta walk. All in all, our app design process went well, and even though our app isn't perfect, it better and more complex than it was in the beginning.
Josh: The development of our app was a strenuous task, but overall, we managed to pull off a working product. We first chose a tutorial which was quiz-themed, then attempted to improve upon it. We brainstormed and talked to each other in order to figure out what to do. After brainstorming and selecting our two most viable ideas, we presented our ideas to another group and received some valuable feedback. This feedback was integral in our decision to add a text-to-speech feature into our app. We also completely reworked the design. Instead of a "type in the answer" quiz, we turned it into a multiple choice quiz with a lot of trick questions, instead of boring baseball facts. For the beta walk, we received mostly positive feedback, though the negative comments suggested that we should add more features, like displaying a total score at the end. We managed to integrate all the suggested features into the app over the next few days, and had the app in a completed state. In the final gallery walk, we received some surprisingly negative feedback directed at the "meaningless and boring" questions. This was shocking to us because no complaints about such things had been brought up during the beta walk; if they had, we probably could have done more to address them. However, I do agree that the app does need more improvements and change. The questions seemed mundane and boring because we didn't have a database large enough to present the player with variety; had we more time, we probably could have created a database that the quiz could use. Also, we probably need to add some instructions on how to actually play the quiz, as someone commented that we had no "play again" button - a feature that we've had since the beta walk. It seems that we need to be more clear on where the buttons are and how the game works.

Daily Log

Tuesday, September 18th	**Josh**: We started by looking through the various tutorials provided on the app inventor website and selecting which ones we thought were the best. Our three main choices were Oh My Spikes, Quiz me, and Space Invaders. We thought that Oh My Spikes and Space Invaders were not a customizable as Quiz me, so we ended up selecting Quiz me as our app. Next, we brainstormed possible edits that we could make to the game. I was in charge of recording these brainstorms. We got a little bit of our initial brainstorming finished, but overall, not much was completed. **Shriya**: Today, we started our App Inventor project! After browsing the tutorials, we decided on the QuizMe app since the idea itself has lots of room for improvement. We began the brainstorming process, but did not get much done. We mainly focused on deciding what tutorial to follow.
Wednesday, September 19th	**Josh**: We did not have as much time to work on the App today. However, we managed to begin following the tutorial to program the app. Additionally, we completed the brainstorming, and I singled out the two ideas that we wanted to advance. We then started to add other ideas on top of the initial ones in order to get a better view about our final project. **Shriya**: I continued to work on completing the app tutorial. Although we did not have enough time, we started brainstorms ways to could modify and edit our app once it was completed. After this, we decided on the two we liked the best and elaborated more on them.
Thursday, September 20th	**Josh**: Today, we created our Three Tiers of Progression. We discussed the plans for our app, given that we only have about two more weeks to work on it. Our more ambitious ideas were transferred to the third tier, while our must-haves were added to the first. Then, I worked on testing the app. Overall, our progress for today was quite good. We hope to have a working app that we can modify by tomorrow. **Shriya**: I worked on completing the app tutorial so it would be ready to modify by tomorrow. Also, I worked with my partner on creating a plan for the 3 different tiers. We included elements that were already included in the tutorial and others that we would like to incorporate in the future. We also tested the sample app to get an idea of how it originally works. We used this information to base our tier off of.
Friday, September 21th	**Josh**: Today, we received peer feedback on our game. The ideas that I liked most are high scores, and text to speech for the questions. We also did a bit of debugging on our app, because some features were not working correctly. We hope to work more on this tomorrow.

	Shriya: First, we shared out idea with the group next to us. We received feedback on how to improve our game and how to add more components. We began modifying our code from the tutorial, but found that it wasn't working the way it was supposed it.
Monday, September 24th	**Josh**: Today I tried to modify the original quiz code to make it a multiple choice quiz instead of a typing one, because I felt that multiple choice was faster and more engaging. This took a very long time, and by the end of the period I had only managed to get each button to display answers, and not much else. I will work more on this tomorrow. **Shriya:** Today we found out what was wrong with our code and corrected it. But, we decided to change it up anyway. While Josh started working on making the quiz multiple choice, I began finding ideas for the format of our quiz. For example, we thought about making our quiz full of riddles, making it a Truth or Dare quiz, or making it a Would You Rather quiz. I also began searching up some question, but didn't get very far.
Tuesday, September 25th	**Josh**: I finished up the quiz today. It only has three questions, and they are all rather tricky. The program can now analyze the results of the quiz and display the correct answers at the end of the quiz. Since the programming is finished, we will work on the content tomorrow. **Shriya:** We worked on displaying the correct answers at the end of the quiz. We tried to finish most of our Tier 1 and 2 expectations. Tomorrow, we plan on adding more questions and modifying the content.
Wednesday, September 26th	**Josh**: Today we worked on content. We wanted to have a quiz with tricky questions, which would make it engaging. Shriya and I began to come up with questions that were challenging and fun. We now have 12 questions. **Shriya:** Along with my partner, we came up with some more quiz questions. We spent the class period searching up more questions and adding them to our quiz.
Thursday, September 27th	**Josh**: Today was the beta walk. We received mostly positive reviews on our app that complemented our question difficulty and ease of use. However, the negative reviews suggested that we should implement a total score counter, which we thought was a good idea. We plan to implement these systems tomorrow. **Shriya:** We had the beta walk today. Most of the comments we received were positive and good to hear. Although, many players prefered a total score. Also, some of the other games/apps we viewed had a title screen. We thought it would be interesting if we also added one to our app.
Friday, September 28th	**Josh**: I spearheaded the implementation process today. There were a lot of bugs in the process, but I managed to work them out and eventually managed to improve the interface and feel of the quiz. There is now a total score at the end of the game, as well as a notification that pops up after every question is answered that displays if the answer is correct or incorrect. The final feature that we added was a text-to-speech feature that would read out the questions. **Shriya:** Along with my partner, I helped change the quiz so it worked better and had more features. After the beta walk and all the comments we received, my partner and I decided to add those in. We added a total

	score icon, pop-up notifications, and a text-to-speech option.
Monday, October 1st	**Josh:** Since Shriya wasn't here today, I decided to work on a bit of content. Since the class had already seen our beta questions on Thursday, I want to come up with new questions so that the quiz is still entertaining. However, thinking of difficult yet fun questions is challenging. I only managed to complete 5 questions today. **Shriya:** I was absent today.
Tuesday, October 2nd	**Josh:** Today, I continued to work on creating new questions for the project. I had to do a lot of brainstorming and thinking before I decided on whether I should add a certain question to the quiz. In total, I created 16 new questions. Since the questions are stored in a list, I didn't have to code anything new in order to get the questions I wanted to show up. **Shriya:** I was absent today.
Wednesday, October 3rd	**CSS QUIZ** **(WE DIDN'T HAVE TIME TO WORK ON THE PROJECT)**
Thursday, October 4rd	**Josh:** Today, we decided to test the completed app when it was installed on the tablet. Since Shriya hadn't seen the updated app yet, I gave it to her to play with and see if the changes I made were acceptable. In the end, we decided to change the text-to-speech functionality to only read out whether or not the answer was correct. In addition, I added a score counter that would count the score as the questions were being answered. This allowed for greater convenience in using the app and knowing the score. **Shriya:** We installed the app on the tablet and played it to make sure it worked as it should. We also decided to remove the text-to-speech option that would read out the questions since it was a bit redundant if someone was to play multiple times. Instead, we had the app only say if the answer was right or wrong.
Friday, October 5th	**Josh:** Today, we decided to work on the project documentation, since the app was more or less complete. However, I made sure to do some troubleshooting and to make sure that everything was in working order. The app works perfectly on the tablets when installed. We're now ready for the gallery walk! **Shriya:** Since we were happy with the current state of our app, we decided to dedicate the class period to organizing our project notebook. It was rather disorganized and unordered. We continued to work on that and fill in some gaps in the daily log.
Monday, October 8th	**NO SCHOOL**
Tuesday, October 9th	**GALLERY WALK**