**Assignment #8** : Identification of our client and class project.

**Team**: PUBLIC PUZZLE
**Members**: Brendan Tackney, Sheldon Pasciak
**Client**: Professor B. Kurtz, Daytona State College
**Website:** http://publicpuzzle.net

**Background**:

Brendan Tackney approached the class with an announcement that Embry Riddle University would be hosting a Major League Hacking competition. Seeking interest from students, he posted to the discussion board and I responded. We met early in the semester and decided that we would attend the HACKRIDDLE.com event together. Since the Web systems class also called for working on a class project, we decided to team up together for that as well.

We met often and discuss finding our own client rather than choosing one provided. Having created an actual math game for his Drag and Drop assignment, Brendan Tackney approached his Calculus II professor with enthusiasm over his creation and her possible involvement as a client for a future project of ours. Professor Kurtz met with us and agreed. During the first meeting, we shared ideas and it was decided that we would create a 'STATISTICS' related website which would be used to help teach concepts in statistics.

Utilizing what we learned and demonstrated at the Hack Riddle event, we will be creating a real-time unique trivia style website which allows students to answer questions in real-time with one another. A question set created by Professor Kurtz will provide relevant content of statistics lessons and opportunities to check on learning.

Using Node.Js as the client/server architecture, the http://publicpuzzle.net website will allow all players to connect to the site from smart devices (phone, tablet, pc, mac) using the internet web browser. Using individually configured question times, the server updates each player with the latest question. Each player then simply chooses their answer by tapping or clicking in the area of their choice.

Unique to this concept and providing a valuable and unmatched learning experience is the interaction of players in real-time. ALL players get the same question on their device. As soon as they know their answer, they make their choice and their virtual character moves towards their selection. Together, all players interact real-time in a ***mass-trivia ask the audience style polling system*** which gives everyone an opportunity to answer. The movement in real-time of the characters gives indications to possible correct answers under the assumption that if you ask enough people, the audience will normally be right! At the end of the question time, the correct answers are shown along with the status of answers provided.

**Handover & Maintenance:**

The software is a finished product, running in a production environment.

The software includes a maintenance form which allows authenticated users access to add, edit and remove questions as well as configure items for the site such as questions times.

The software includes a statistics engine that allows authenticated users access to question results from players along with elements for configuring and resetting the data associated with the questions/answers.

**Support**:

This web-based software will be a production release running on an AWS account. In addition to providing the full source code access in GitHub, access to the development server and production server will be provided to the client.