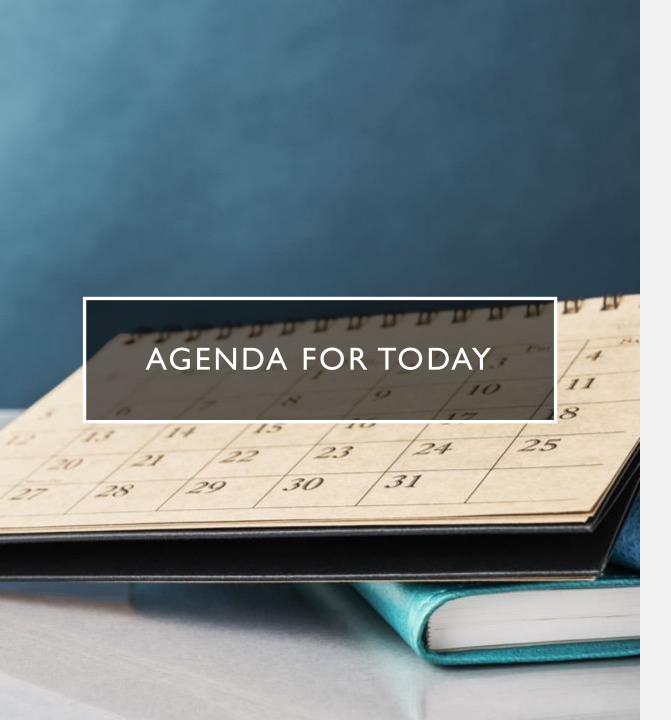
Kelvin Huang, Afiz Mahmud, Chen Tian, David Nguyen, Jiahui Su, Jiajun Ying, Sean Huynh, Shunkai Ye, Xin Chen.

# TEAM 6 PRESENTATION



- Reintroduction of Project and Scopes.
- Goals and Objectives.
- Progress Overview.
- Challenges and Solutions.
- Lessons Learned.
- Next Steps.
- Q&A.

### PROJECT SCOPE AND OVERVIEW







ADAPTIVE TESTING SYSTEM TO EVALUATE A STUDENT'S GRADE.

STUDENTS GRADE OR LEVEL DETERMINED BY CONTINUOUSLY ANSWERING QUESTIONS.

REWARD MECHANISM, ADAPTIVE MECHANISMS AND EVALUATION MECHANISMS IN PLACE.

### GOALS AND OBJECTIVES



Goals and Objectives to be completed by this presentation.



Functioning Prototype Website.



Basic UI and Views.



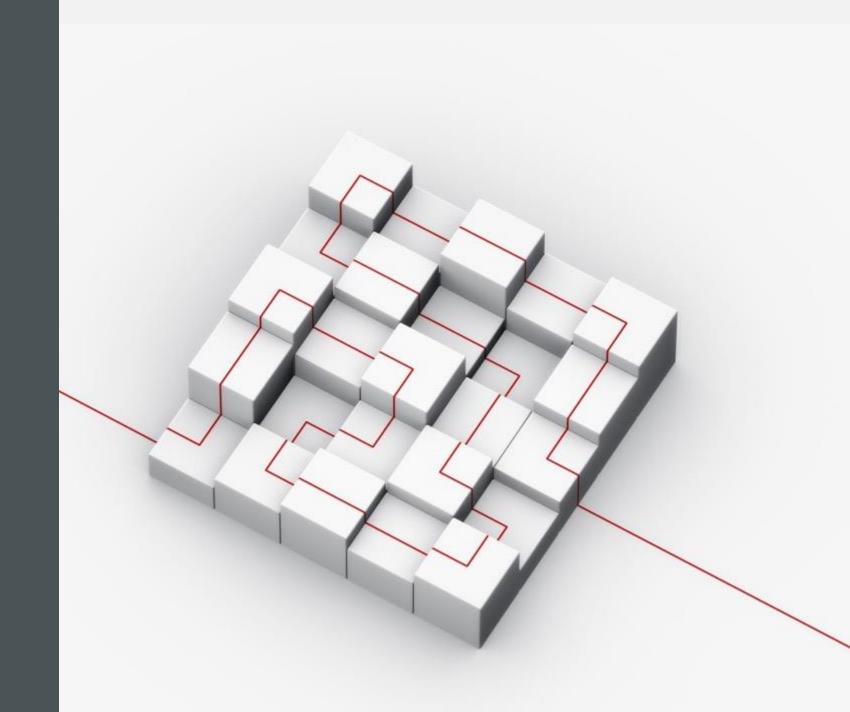
Discussion on Visual Aesthetics and Other Functionality.



Implementation of Database.

## PREVIOUS PROGRESS

- Completion of Wireframes and Visual cues of what project parts may look like.
- Definition of scopes and requirements.
- Studying and understanding of Javascript and Node.js functionality.
- Database study.

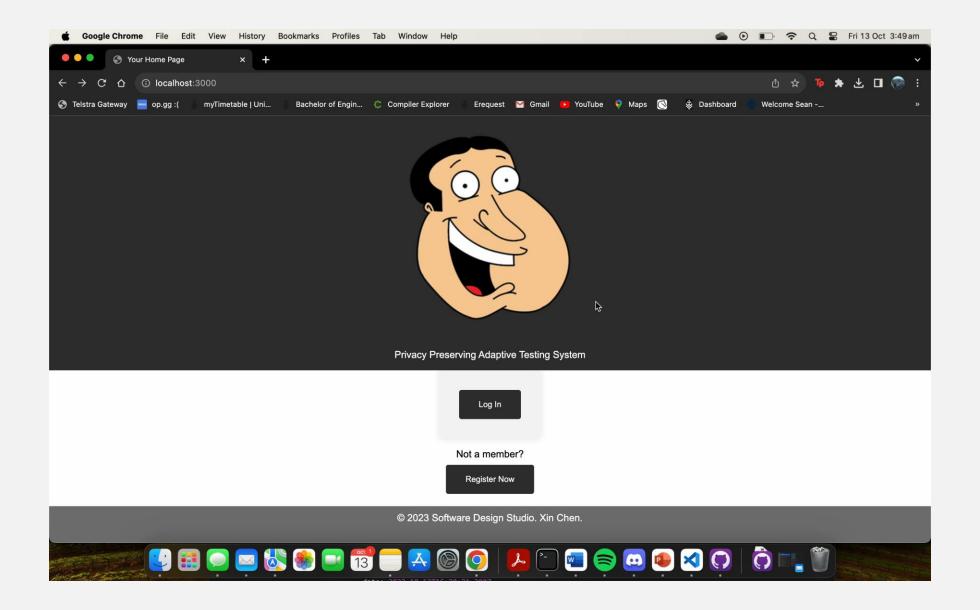


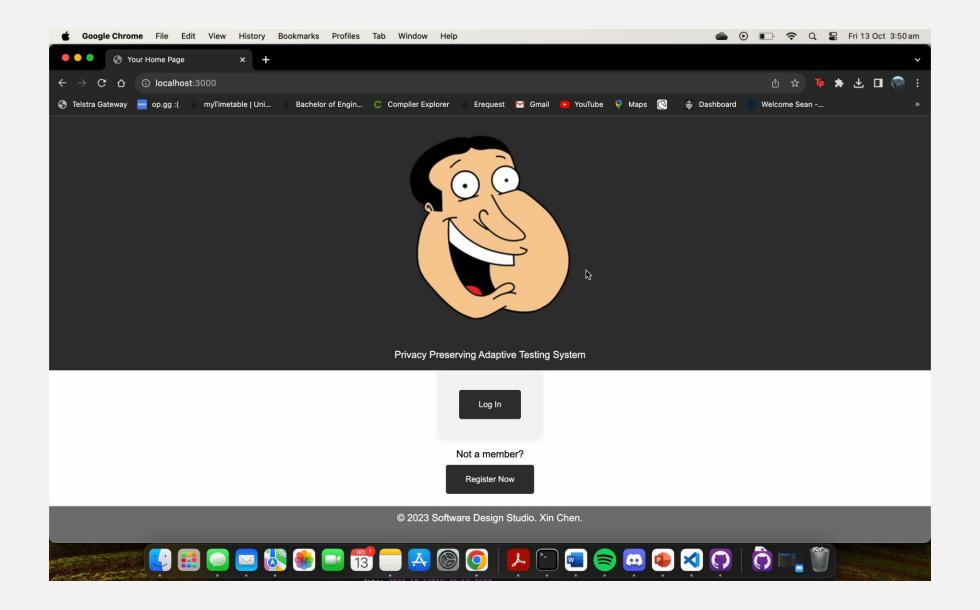
### PROGRESS OVERVIEW

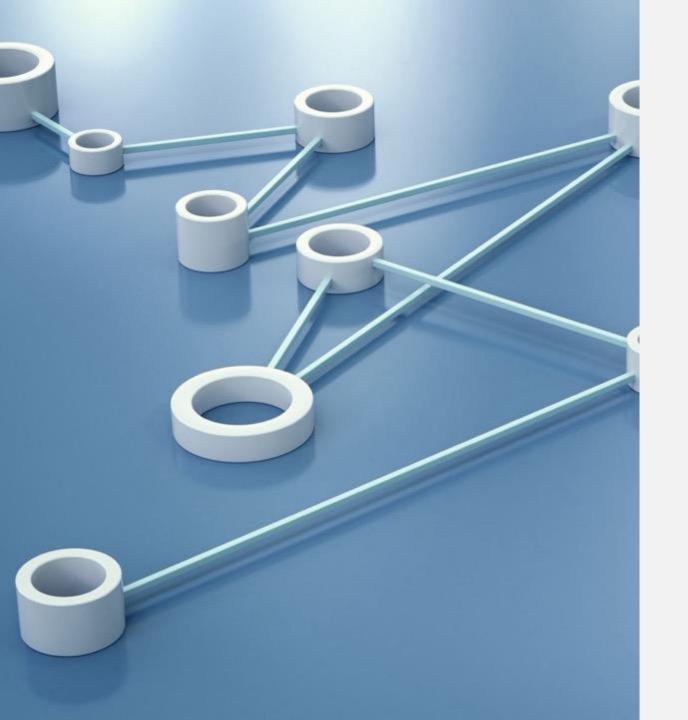
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mirror_mod.use_x = True
### Irror_mod.use_y = False
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  -- OPERATOR CLASSES ----
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    X mirror to the selected
   ject.mirror_mirror_x"
  ext.active_object is not
```

- Basic Functionality added.
- Login Functionality is not added in yet.
- Registration Functionality is added.
- Quiz Page functionality is added.
- Results Page functionality is added.
- Feedback page functionality is added.
- Currently Barebones functionality and basic UI.

### PROJECT DEMONSTRATION







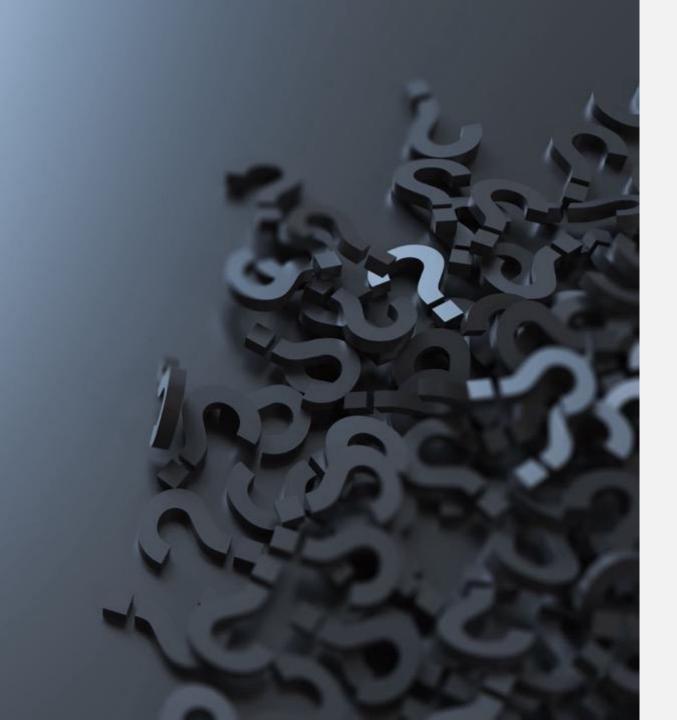
#### **CHALLENGES**

- Implementation of Database with Program.
- Differing visions of certain project aspects.
- Cross Browser functionality.
- Engaging with audiences and users.
- Adequate reward mechanisms.
- Defining scopes and requirements (again).
- Timeframes and Time Management.

### DATABASE IMPLEMENTATION

- Difficulty in representing data types and necessary information.
- Difficulties in reconciling code and database intended functionality.
- Hardware and Software difficulties.
- Visual representation of saved data.





### DIFFERING VISIONS OF PROJECT

- Minor disagreements on how to entice and engage users.
- Difference in agreement on how to visually represent streaks or types of data and questions to use.



Currently only works 100% in Microsoft Edge for PC.

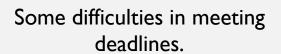
Occasional functionality on Google Chrome for PC and Mac.



- Unsure of how to get users to be motivated to take tests.
- Currently basic implementation of engagement mechanisms
- No current reward mechanism in place to reward users for their level tier.
- Unsure of what reward mechanism will provide enough incentive.
- Current question set is general trivia knowledge.

### TIMEFRAMES AND MANAGEMENT







Balancing real life, different subjects and current workload.



Deliverables and Quality

#### SOLUTIONS

- MongoDB database currently in use with more data types to be added in future to represent results, scores and test levels.
- General consensus on project aspects and democratic style of project planning.
- Bugfixing and Brainstorming for Browser issue.
- Personal opinions and motivations as baselines for determining reward mechanisms (trying to understand the user).
- More Communication!

#### LESSONS LEARNED.

- Simplify functionality and objectives.
- More time planning and thinking than coding.
- More user stories and user mindset needed.
- More consultations with tutor and team plannings.



```
modifier_ob.
  mirror object to mirror
mirror_mod.mirror_object
 peration == "MIRROR_X":
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    vpes.Operator):
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```

#### **NEXT STEPS**

- Layering and Visual changes to existing functioning pages.
- Implementation of Login feature.
- Linking registration data with login functionality.
- More buttons and links to other pages and page consolidation.
- Determining results types and what data sets to use.
- Visual and aesthetic changes.





### **THANK YOU**