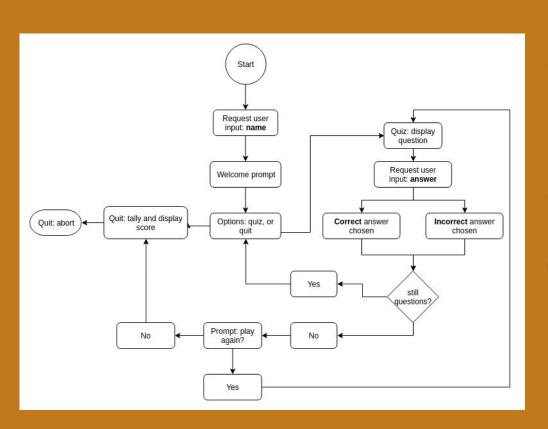


We considered:

- → Service apps: Cleaning Service, To-do list, Bookstore
- → Battleship Game
- → Quiz Game

Considered:

- Functionality
 - Changed through iterations
- Accessibility
 - Considered readability and usability for different users (colour scheme, tty-prompt gem, etc)
- Social Concerns
 - Politics and religion



Execution of Application

- Welcome banner
- 2. Customised greeting after input of user's name
- 3. Simple prompt advising user of quit option
- 4. Once array of questions has iterated specified no. of times, user is prompted with option to start the quiz again

Future Enhancements & Extensions

- 1. Creation of a User class to store login, password and game data to external file
- 2. Provide for categories and their associated questions
- 3. Allow user selection of difficulty level
- 4. Use of other gems (e.g. tty-prompt) to improve ease of access and usability

Conclusion

Challenging Aspects

Determining required classes and methods, and where to implement them optimally (taking into account DRY principle and efficiency)

Enjoyable Aspects

Successful testing of code, running as expected

Satisfaction of achieving MVP target and going beyond minimum

ನೀವು ಪ್ರಶ್ನೆಗಳನ್ನು ಹೊಂದಿದ್ದೀರಾ?

你有沒有問題?

¿Tienes preguntas?

Any Questions?

Het jy enige vrae?

質問がありますか?

നിങ്ങൾക്ക് എന്തെങ്കിലും ചോദ്യങ്ങൾ ഉണ്ടോ?