**App Creation Strategy**

Use this form to help you compile the various types of information you need to design an effective, comprehensive, and user-friendly application.

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| |  | | --- | | Hai Phan |   **Prepared By:** | |  | | --- | | 2/23/2017 |   **Date:** |
| |  | | --- | | Quiz Tutor App |   **App Name:** | |
| **App Type: Gaming**  **E-Commerce**  **Entertainment**  **Other** | |
| **Enter a general description of the application below:**   |  | | --- | | This application is the bare bones app of showing example study tools users can use to study. | | |
| **List major functionality of application:**   |  | | --- | | Answering Questions, Choosing type of Question, and Scoring. | | |
| **Target Audience:** Who is the target audience for the application?   |  | | --- | | Anyone who wants to study and learn. | | |
| **Application Map:** Describe how pages will interconnect with each other (navigation). Attach an image if needed.   |  | | --- | | There will be a main page asking the type of questions such as true/false, multiple choice, and matching. Each choice will lead them to screen to sample question with answer.  MainPage 🡪 True/ False  🡪Multiple Choice  🡪Matching | | |
| **Estimated Hours and Budget:** Estimate the number of hours each principle participant will need and the total cost of the application.   |  | | --- | | 70 hours in total to complete project. Probably 20 hours just to have base skeleton app started.  $500 for base model for 20 hours of work. | | |