App Project Plan

*Week 1: Layout for app. (5 hours)*

Create three Pages (Fragments) and design the pages with a fun and user-friendly design.

*Week 2: Logic (6 hours)*

Plan out the logic involved in the math game such as creating the classes, variables that go in the classes and what each class will do.

*Week 3: Bug fix and polish (10 hours)*

Make sure the project is working correctly and implement sounds for right/wrong answer. Each page should have a different background song with a superhero theme.