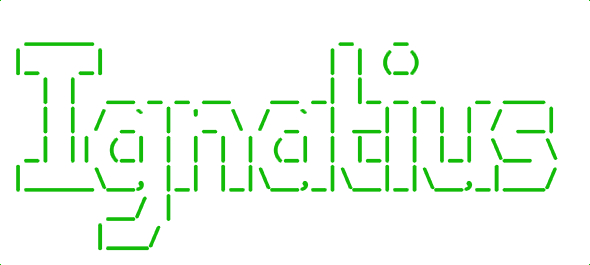
Android Mobile Applcation



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Contents

[1. Introduction 2](#_Toc136949390)

[2. Application features 2](#_Toc136949391)

[2.1 Multi-language support 2](#_Toc136949392)

[2.2 Device Support 3](#_Toc136949393)

[3. Application Design 3](#_Toc136949394)

[3.1 Design Inspiration (Original Console Application) 4](#_Toc136949395)

[3.2 Wireframe Application Sketches 5](#_Toc136949396)

# Introduction

Ignatius Will be created as an android application based on the C# Console program of the same name that was created during the summer break at the end of last year.

The purpose of Ignatius will be used as a study aid for end of term examinations which commonly employ a combination of short answer and multiple-choice questions.

After creating the original program, the next logical step was to upgrade to a platform that offers GUI rather just a terminal and creating the application for mobile means that I can use it anywhere.

# Application features

As Ignatius is based on the console of the same name it is intended that the following features will be available:

* The options to add and remove questions in the quiz bank.
* The option to be quizzed on all questions on your choice of subject.
* The option to be quizzed on all questions in the quiz bank regardless of subject.
* A Custom quiz mode that will users choose an amount of random questions on their choice of subject from the list. To be quizzed on.

## 2.1 Multi-language support

The application will have two languages available for users which will be English and German, the multi-language translation will include the application interface only, the quiz questions and topics will not be translated and will be limited to the language in which the user added them.

## 2.2 Device Support

Ignatius will need to function on a wide range of android devices including phones and tablets with varying screen size

The application will Target API 26 (Android 8.0 Oreo) As this will mean that Ignatius will be supported by almost 91 percent of devices running the android Operating System.   
During the development and testing Ignatius the following virtual and physical devices will be utilized:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Device Model | Device Type | Screen Size | Android Version | Physical OR Virtual |
| Samsung Galaxy A13 | Phone | 6.6” | Android 12  (Snow Cone API 31) | Physical |
| Nexus 10 | Tablet | 10.05” | Android 12 (Snow Cone API 31) | Virtual |
| Pixel 6 | Phone | 6.4” | Android 8 (Oreo API 26) | Virtual |

# Application Design

In regards the design of the applications user interface the intention is for it to laid out in a similar way to the original console application with a banner/app bar image and simple navigation menu to direct users to the desired activity.

## 3.1 Design Inspiration (Original Console Application)

The original console application requires users to enter the number of the option they want. Screenshots of the original applications menus can be found below.

A screenshot of a computer

Description automatically generated A screenshot of a computer

Description automatically generated A screenshot of a computer

Description automatically generated A screenshot of a computer

Description automatically generated with medium confidence

A screenshot of a computer

Description automatically generated

## Wireframe Application Sketches