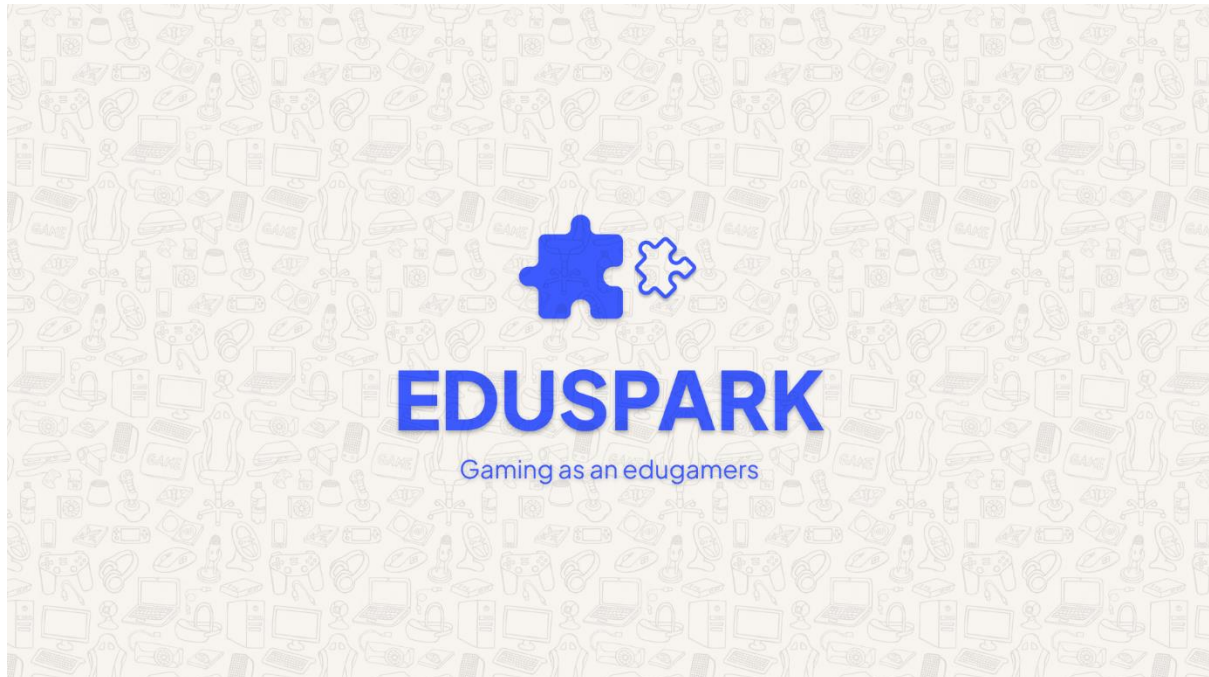




EDU SPARK

Gaming as an edugamers

Introduction



EduSpark is the first online based elementary school in town. They provide classes and materials through an application that has been made by the previous developers. Their current classes is already running well for the past two years. But there is one problem. Because all of the materials and classes are delivered online, there are no supporting and engaging activities that can make the students understand the materials better.

In order to overcome that problem, EduSpark's CEO plans to create a mobile app that can engage the students to learn and understand better about the materials given. The students can play some quiz game to enhance their understanding about the class materials. They can see their score after playing the quiz game and input their name to the leaderboard. You are requested to help EduSpark's CEO to make it happen. Below are some of the requirements that has been arranged by the analysts and designers.

Contents

In this test project there are some files and usable resources:

- | | |
|-----------------------|--|
| 1. Mobile 1_TP.pdf | (Test project file) |
| 2. Mobile 1_Style.pdf | (Style guide file) |
| 3. Backend API | (Folder that contains the API executables) |
| 4. Resources | (Usable resources folder) |

Project Description and Tasks

When developing the project, ensure all the deliverables meet the general requirements provided by the project designers:

- Project Criteria:
 - The project name should be “MOBILE_1_[XX]”, where XX is your PC number.
 - Time management is a crucial factor for the success of this project. So, manage your time wisely and submit all your works on time.
- Application User Interface:
 - Use the style guide provided consistently in the entire project.
 - The application wireframe is already provided by the UI designer.
 - You are allowed to modify the application interfaces as long as it doesn't interfere the business and application flow.
 - The scoring will be focused on the features of the application.
- Validation and Error Messages:
 - The application must runs well with a proper validation and shows a useful error messages to the user.
 - Analyze the required validation(s) that is/are needed in the application. This is one of the scoring criteria for your analytical skills for the project.
 - Any specific validation will be given in the project description.

Instructions for Competitors

1. Run the API

Run the API that already given in the “**Backend API**” folder. **Click twice** on an executable file named “**EduSpark.API.exe**”. This will be the data source that you will be using throughout the entire project development process.

2. Access the API Documentation

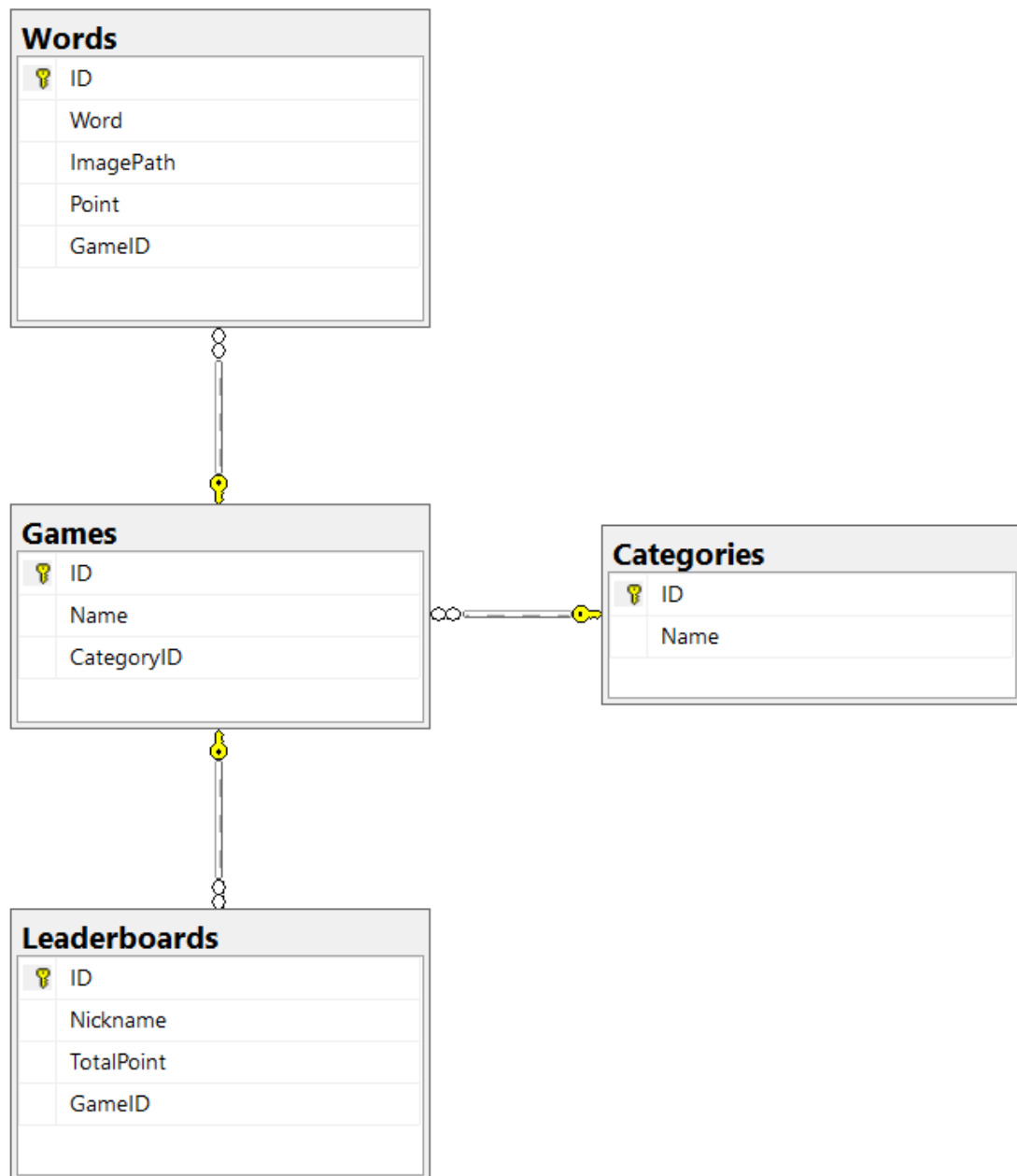
You can access the API documentation (Swagger OpenAPI) through this link:

<http://localhost:5000/swagger/index.html>

3. Develop the application and submit the project

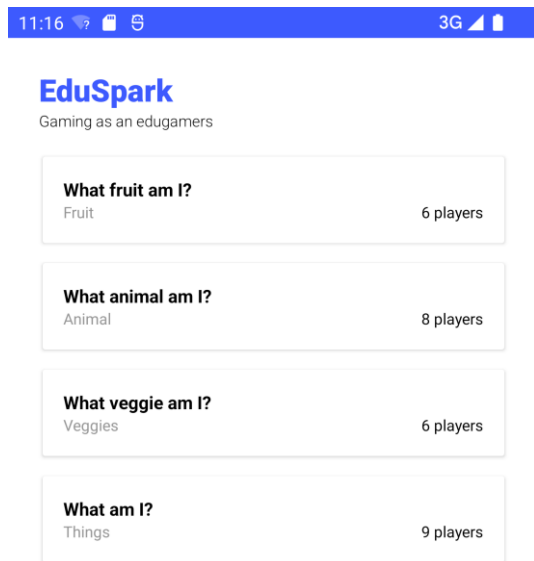
Develop the mobile application based on the description in the next section. And submit all your projects to the jury.

Entity Relationship Diagram



To make it easier for you to understand the database structure, Database Designers from EduSpark has provided you an Entity-Relationship Diagram (ERD). This diagram will explain the concept and representation of the data model that is used in the database.

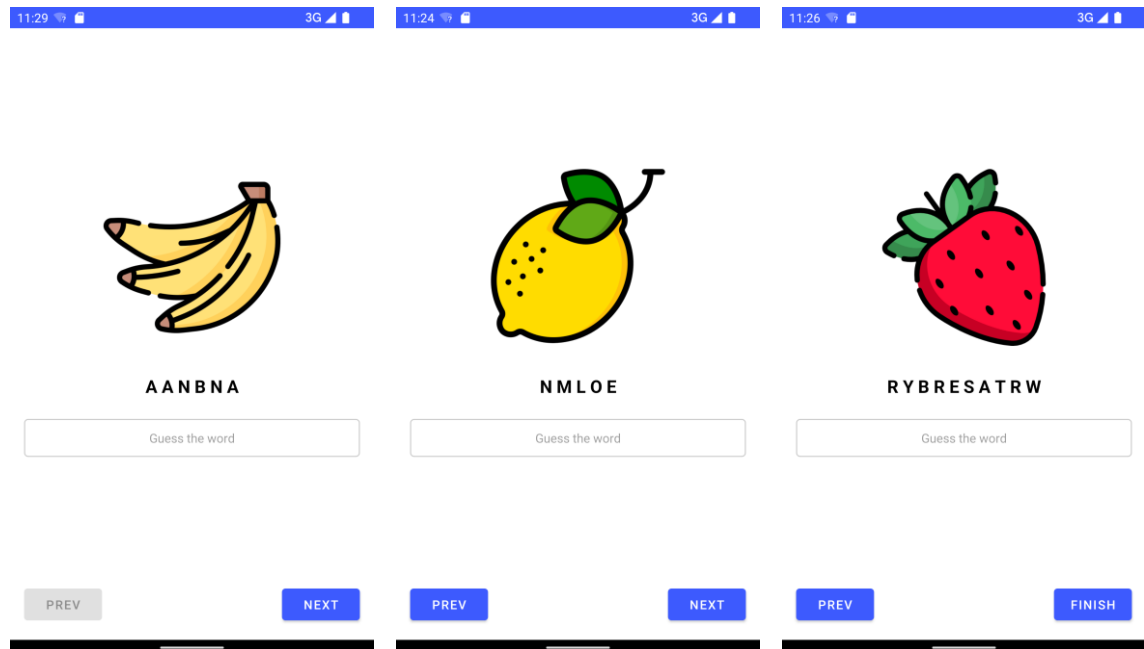
1. Home Screen



This is the first screen that will be used by the user to use this application.

- Users can see the list of games that exists in the database. The detail game information are:
 - Game name
 - Game category
 - Total player count
- Users can play the game by clicking one of the game listed.

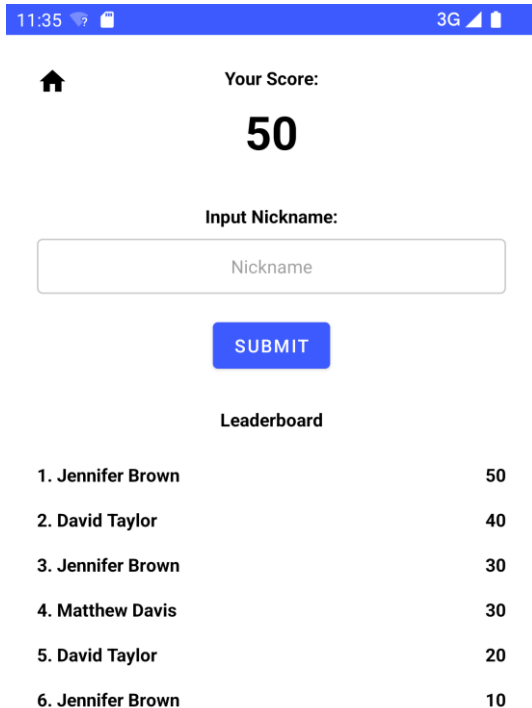
2. Game Screen



In this screen, user can play the game.

- Display the information about the word that must be guessed.
 - Image
 - Hint
 - The hint is consist of randomized characters of the word that must be guessed.
For example, if the word is "CAMERA". You can show:
 - AAEMRC
 - CREAMA
 - REMACA
 - Etc...
- Users can choose to go to next or previous word.
 - Users can't go to the previous word when they are currently on the first word.
 - Users can't go to the next word when they are currently on the last word.
 - Change the "next" button into "finish" button
 - When the users click on the "finish" button, then direct users to Score Form

3. Score Screen



11:35 3G

🏠 Your Score:

50

Input Nickname:

Nickname

SUBMIT

Leaderboard

1. Jennifer Brown	50
2. David Taylor	40
3. Jennifer Brown	30
4. Matthew Davis	30
5. David Taylor	20
6. Jennifer Brown	10

This is the screen that will shows the total score/point that the users get from the game. Users can input their nickname and submit it to the leaderboard below.

- Calculate the score based on the total correct point from the game in the previous screen.
- Show the leaderboard for the current game that user played.
- When user clicks the submit button, it will refresh the leaderboard.
- Users can go back to home screen by clicking the “home” icon.

~ Don't forget to spread some happiness today! ~