Project Name : Online Vasha Shikkha

Slide 1:

An Interactive way to learn English Language

Slide 2: Application Structure

Users are categorized into levels. All the learning procedure and learning materials are generated real time based on user levels/performances.

Slide 3: User Category:

1. Students in school level
2. Labourer/ Work Force
3. (Future) GRE/IELTS Preparation

Slide 4: Project Structure

* Web Application Using React JS Framework
* Mobile Application (iOS/Android) Using Flutter Framework
* Administration Panel Using Laravel Framework

As 4 groups are working this project, we choose to work on Mobile Application Part

Slide 5: Feature List

Common Features : (Features that would be implemented by 2 groups together)

* Key-based authentication System
* User Level and Scoreboard Management
* Local and Remote Data Storage Management
* Data Acquisition
* Continuity between Web and Mobile Application

Slide 6: Feature List:

Game List:

- True/False

- Picture to Word

- Word to Picture

- Identify Parts of Speech

- What was the word? (Listening and Guessing Word)

- Synonym and Antonym Matching

Slide 7/8/9 : Flow of User App Experience: (Make a flowchart)

Log In / Register -> Home UI ( Contains topics / Keywords ( ‘Technology’, ‘Food’ , ‘Transport’ etc.) ) -> Selection of any topic -> Start games based on user level generated real time from the API (Randomization of 12 Games) -> Difficulty Increases with Progress -> Continuity from Mobile App to Web App where he/she left

Slide 10: Milestones :

Work distribution :

Week 3/4 : Static Home UI Design and Completion of ERD

Week 5-9: All common and group based features implementation and Unit Testing ( Static and API alternatingly)

Week 10-12 : Integration with other groups and continuity feature implementation

Week 13 : Project Submission ( In sha Allah)

Slide 11 : Any Questions?