

Quiz App

**Project Planning Document**

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**Final Year Project**

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# Introduction

## Project Title

The title of this Final Year Project (FYP) is Quiz App*.*

## Overview

Keeping one’s knowledge up to date is becoming more of a challenge as each day passes by. There is a need to have a system where one can test one self’s knowledge and have a chance to learn new things, keeping them up to date in their field of interest while enjoying the thrill of competition.

## Background Literature

As the technology grows to facilitate human life, humans have equally dried up their reservoirs of time, in this endless game of chase where technology tries to save time, and humans find ways to use it up even more, the quality of one’s knowledge has gone down. Lesser and lesser people have been visiting the libraries, or acquiring knowledge in any other form.

This creates a paradox of having the need of updated knowledge to make life better, and not having enough time to acquire extra knowledge because time is being consumed in struggle for having a better life. Thus, a need arises to resolve this dilemma, which is what we aim to achieve through this project.

## Problem

The busy human life has undermined the quality of the human life, as the human is less updated on the knowledge; he just struggles endlessly to achieve what he/she yearns for. In an era where it is much difficult to manage time to invest in one’s self; a system must be created to save time and up one’s knowledge game.

## Wider Context & General Implication

The problem of this generation and inherently, of the generations to come, is, it needs to be jack of all trades. This application is therefore not limited to being a quiz application, but it can be used to get a quick study on a topic, substantially reducing the time it would take to read a book or taking a tutorial.

# Aim & Objectives

## Aim

This final year project aims to develop an interactive Android application to test one’s knowledge in favoured field and at the same time, update their knowledge.

## Objectives

This final year project has the following objectives:

* To understand core concepts of chosen topics.
* To research and provide relevant material for questions asked.
* Implement a leader board to motivate for better performance.
* To explore the principles of good UX development for incorporating them in the proposed Android application.

# Tasks and Deliverables

## Tasks

For completing this final year project, the following tasks will be required to be carried out:

* Researching academic material to include in application.
* Designing questions for each field from a chosen list of fields.
* Developing an Android application.
* Testing the Android application for finding possible bugs and addressing them.
* Preparing and submitting a project report containing the details as required by the University.
* Delivering a presentation towards the concluding stage of the project

## Expected Outcomes

This final year project aims to deliver an Android application with questions of varying difficulty in fields; Physics, Chemistry, Maths. And leader board separate for each field.

## Project Scope

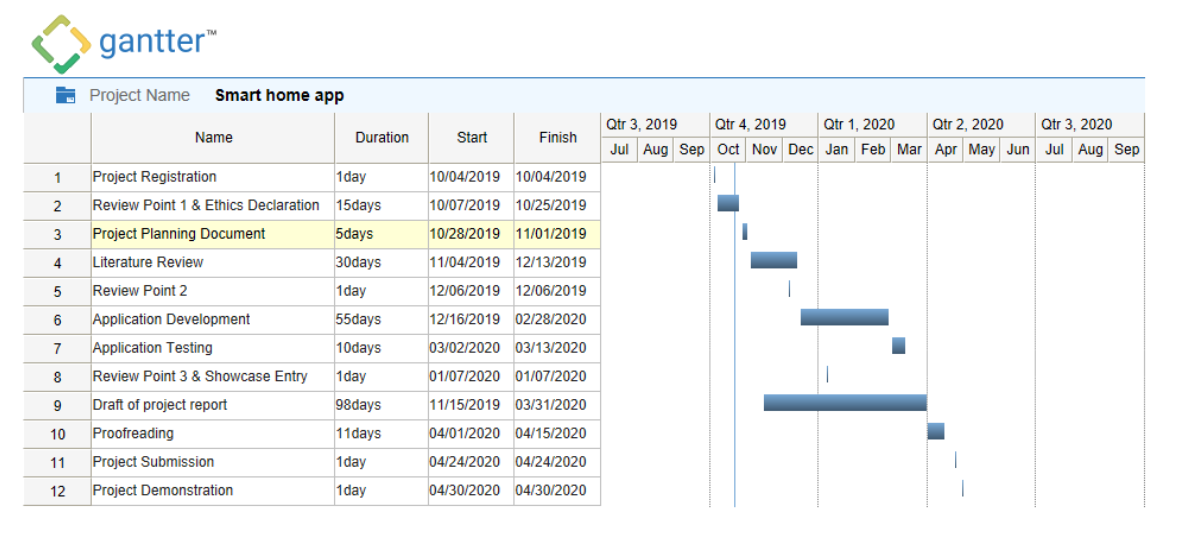
The scope of this final year project may be applied to institution level, where they can design their own questions for their courses, and create a leader board locally for the institute against rewards, and thus, create environment of healthy competition.

## Project Milestones

|  |  |  |
| --- | --- | --- |
| **#** | **Project Milestone** | **Deadline** |
| 1 | Project Registration | October 04, 2019 |
| 2 | Review Point 1 & Ethics Declaration | October 25, 2019 |
| 3 | Project Planning Document | November 01, 2019 |
| 4 | Review Point 2 | December 06, 2019 |
| 5 | Literature Review | December 13, 2019 |
| 6 | Review Point 3 & Showcase Entry | February 07, 2020 |
| 7 | Application Development | February 28, 2020 |
| 8 | Application Testing | March 13, 2020 |
| 9 | Final draft of the project report (including proofreading) | April 15, 2020 |
| 10 | Project Submission | April 24, 2020 |
| 11 | Project Demonstration | April 30, 2020 |

# Gantt Chart

Gantt Chart is a useful and hugely popular project management tool that provides a clear view into various tasks/milestones of a project, their duration, along with start dates and finish dates (Wilson, 2003). Gantter.com, a cloud-based Gantt chart tool, was used to design the below-given Gantt chart (gantter.com, n.d.).



# Resources

## Hardware and Software Resources

Hardware: A computer system running on Windows 10 with at least 4 GB RAM, 512 GB Hard disk, and an Android phone running on Android 6.0 or later with at least 1 GB RAM and 16 GB internal storage.

Software: Unity3D

## Information Sources

This final year project will utilise the following information sources:

1. Library at Nottingham Trent University
2. Google Scholar & Academia
3. Publicly available tutorials on Unity3D
4. Unity3D official documentation
5. Other trustworthy sources, if required

# Risks

|  |  |  |
| --- | --- | --- |
| Risk | Cause of Risk | Potential Solution |
| Delayed meetings with the supervisor | Meetings with the supervisor may be delayed if they are conflicting with the existing schedule. | Plan a meeting at least one week in advance so that last-moment conflicts can be avoided. |
| Improper synchronisation in application development and report documentation | Improper time allocation between development and reporting can result in improper synchronisation in application development and report documentation. | While the development process is ongoing, the documentation process must continue simultaneously. It must not be left for the last stage. |
| Crashing of Android application | This can happen due to bugs in the code written for the proposed application. | A rigorous testing procedure must be carried out after identifying all possible use cases. |

# Legal, Social, Ethical, and Professional Issues (LSEPI)

Legal Issues: Given that this is a computer science project, computer-related laws will be applicable, such as the Frauds Act, the Data Protection Act, the Computer Misuse Act, among others. Moreover, the intellectual property laws and the Nottingham Trent University’s Policy on Student-Generated Intellectual Property will also be applicable. I will ensure that the proposed application does not violate the exclusive intellectual property rights of Unity3D or any other organisation. Along with this, I will also ensure that any work or task undertaken in this project will not violate legal rights of any individual vested in any capacity. Specifically, I will ensure that the pictures used in this project report are either open-source or have been designed by me.

Social Issues: This final year project can be completed by myself, without the involvement of any other individual, group, etc. Also, the project does not involve surveys or interviews with any specific social or vulnerable groups. So, no social issues are anticipated at this point.

Ethical Issues: I will ensure that the project report holds its academic integrity. Appropriate references must be added, and the contribution of researchers must be recognised. Throughout this project, I will remain committed to the deadlines and deliverables so that unnecessary time is not wasted.

Professional Issues: No professional issues are anticipated at this point in time. It is expected that professional issues will have a negligible effect during the project.