***Phase 3 – Breakdown***

*-deadline: 24/10/2018-*

1. We still need a name for the project, but here are some ideas (please add more):

* GameEduTech;
* FunEdu;
* LTP – Learn Through Playing;
* Learn4Fun;
* FLN – Fun Learning Network;
* ETKD – Education using Technology for Knowledge Development;

1. Task analysis – need to do this:

* Present a detailed description of **12 user tasks which are highly specific to the application domain;**
* Describe:
  + What kind of user is doing the task;
  + What is the user doing?;
  + Why is the user doing this?;
* Task ideas:
  + Solving quizzes with multiple questions and rewards; (already described);
  + Posting fun facts; (already described);
  + Posting various tutorials (videos/written); (described)
  + Viewing tutorials, answering tutorial-related quizzes and reviewing those tutorials with likes, comments, shares, etc.; (described)
  + Accessing the global leaderboard/rankings;
  + Accessing the user’s personal profile and view his rankings, strengths/weaknesses and other user-related data;
  + Reviewing fun facts with likes, comments, shares, etc.; (described)
  + Contact-the-developer section where users can bring suggestions for improving the application;
  + Creating quizzes on various topics/combined topics; (described)
  + Fun-fact of the day section (on the home page) and an accessible fun-fact archive; (described)
  + Timed quiz tournaments/other contests with rewards;

*Note:* We don’t have to describe all task ideas (that’s why they’re ideas), but we need to decide on at least 12 tasks that we are going to implement.