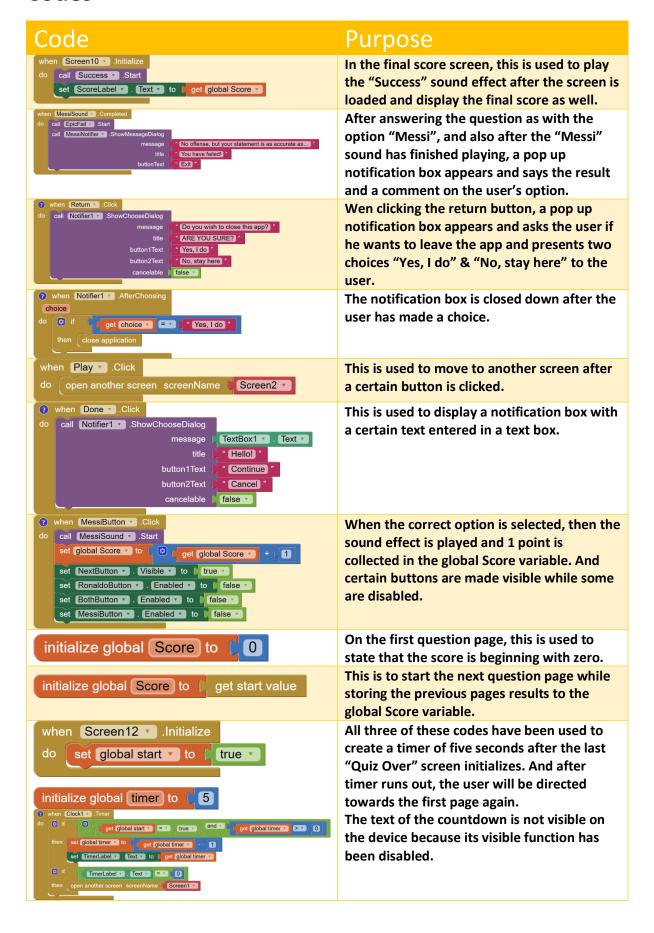
Resource Table

Asset(image, sound, code)	Source	Where it is used
Image on main page	https://wallpaperaccess.com/download/messi-and-ronaldo-4k-1780347	In the Main page
Image on	https://www.ebay.co.uk/itm/174880791241	In the
second page		2 nd page
Image on third	https://www.deviantart.com/chrisramos4gfx/art/Cristiano-	In the
page	Ronaldo-and-Lionel-Messi-Wallpaper-649642471	third Page
L		1. 11.
Image on 11 th page	https://www.pinterest.com/pin/13088655160826997/	In the 11 th page
A STATE OF THE STA		

Imaga on the 12th	Massi and Banalda Faethall iBhana Wallnanar iBhana	In the
Image on the 12 th Page	Messi and Ronaldo Football iPhone Wallpaper - iPhone Wallpapers (iphoneswallpapers.com)	In the 12 th page
Ronaldo "Suiii" sound	https://www.followchain.org/wp- content/uploads/2022/11/Ronaldo-suiii.mp3 when Button1 .Click do call Player1 .Start	On every quiz question page
Messi sound effect	Messi - Instant Sound Effect Button Myinstants when Button1 Click do call Player1 Start	On every quiz question page
Success sound effect	https://pixabay.com/sound-effects/success-fanfare-trumpets-6185/ when Screen10 Initialize do call Success Start set ScoreLabel Text to get global Score	On the final Score page.
Epic Fail sound effect	https://www.myinstants.com/en/instant/epic-fail-777-26218/ when MessiSourd Completed do call EpicFail Short call MessiNotifier ShortMessage Dialog message title buttonText No offense, but your statement is as accurate as	On every question page
Wrong answer "Beep" sound effect	https://pixabay.com/sound-effects/wronganswer-37702/	On every question page
"That is Correct" sound effect	https://www.myinstants.com/en/instant/darth-vader-that-is- correct-18/	On page 7

Codes



Test Plan

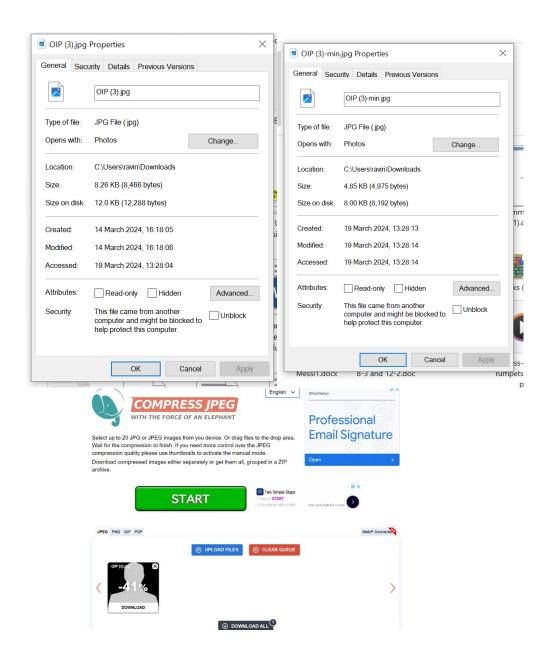
Test	Test Action	Expected	Actual
description		result	result
To check if the "i" button works.	Click the "i" button	Information box about the two players pops up.	Works as expected.
To check that the Quiz App loads	Load App	The app loads displaying image of Ronaldo and Messi with the text "Football's Greatest Rivalry"	Works as expected.
Checking that the spelling and grammar is correct on all displayed screens	Visually checking on all displayed screens that the grammar and spelling are correct.	Grammar and spelling is correct on all screens.	All grammar and spelling is correct.
To check that the 'Play' button works	Click on 'Play' button and see if the signup/login page loads	The signup/login page loads successfully	The signup/login page was removed due to being too complex to develop, so now the username page is loaded.
To check if the 'Return' button works	Click the 'Return' button and see if the app closes.	The app closes.	The app doesn't close due to the lack of functions in AppInventor to follow such a command.
To check if the 'i' button works	Click the menu button and see if a brief introduction about the players' id displayed.	A brief introduction about the players is displayed.	Works as expected.
To check if the 'Next' button works	Click the next button and see if the next page is loaded.	The next page loads and is displayed.	Works as expected.
To see if the 'Quit Quiz' button works.	Click on the 'Quit Quiz' button and see if the app closes.	The last page is loaded.	Works as expected. User is directed towards the last page.
To check if the 'Play Again' button works.	Click on the 'Play Again' button to see if the first page loads up again.	The first page loads up for the user to play the quiz again.	Works as expected.

To check if, the correct is 'Messi' is selected, his celebration sound is heard.	Click the answer 'Messi' in a question where it is the answer to check if the sound can be heard.	The relevant sound is played.	Works as expected.
To check if, the correct is 'Ronaldo' is selected, his celebration sound is heard.	Click the answer 'Ronaldo' in a question where it is the answer to check if the sound can be heard.	The relevant sound is played.	Works as expected.
To check if the username can be entered in the text box.	Enter username in text box.	Username is entered.	Works as expected.
To check if the "Done" button works in the username page.	Click the "Done" button.	The username entered will be displayed in a notification text box.	Works as expected.
To check if the "Ronaldo" button works.	Click the "Ronaldo" button.	"Ronaldo" sound effect is played.	Works as expected.
To check if the "Messi" button works.	Click the "Messi" button.	"Messi" sound effect is played.	Works as expected.
To check if the "Both" button works.	Click the "Both" button.	"Both" sound effect is played.	Works as expected.
To check if the "Success" sound is played when the final score page is loaded.	Load the final score page.	"Success" sound effect is played.	Works as expected.
To check if the view score button works.	Click the "View Score" button.	The final score is displayed.	Works as expected.
To check if the last page is displayed for five seconds before being directed towards the first page.	Load the last page.	The screen is displayed for five seconds and after that the user is displayed towards the first page.	Works as expected.
To check if the "That is correct" sound effect is played in screen 7.	Click the 3 rd option for the question in the seventh page.	"That is correct" sound effect is played.	Works as expected.

Design Changes after receiving feedback

- The "Menu" button icon has been changes to the following as the users said that the icon I previously used, looks like a button that will pop up to another menu bar with different options. And since my "Menu" button's function was not that, they recommended me to change it to a more suitable icon (preferably an icon containing the letter 'i' to depict that it is an information button which more suits the buttons action).
- And I also got feedback from some users that the scoring system
 wasn't functioning properly, it was giving the wrong scores. So, to
 solve this problem, I asked my tutor to help me with this and solved it.
 After this I started getting positive feedback regarding the whole app.
- Another change I have made is shortening the texts inserted in the app explaining about the players. This is due to feedback I got saying that the texts were too long, and that no one would read that much. And I have changed the score page so that is states the score that the user has got out of 6.
- Nothing significant have been changed from the original design. In fact, I'd say it's exactly the same.

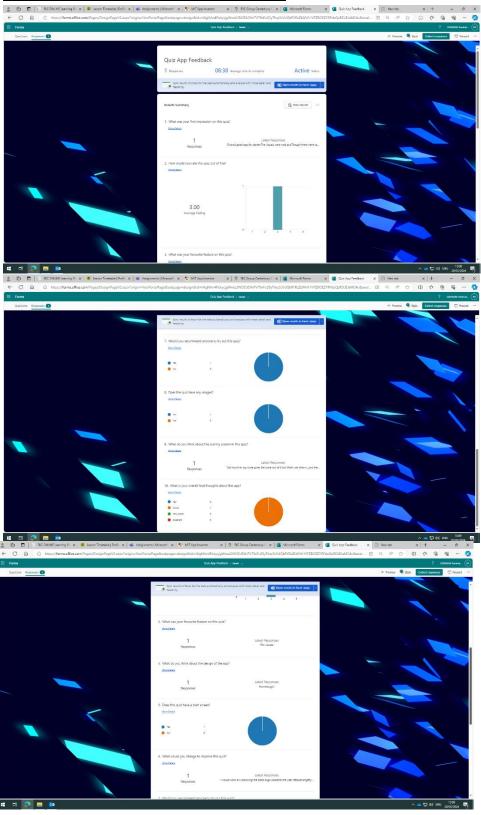
Evidence for optimising assets (Making image size smaller for the app to function more smoothly)



Here, I have used an image editing website to optimise the images used in my app to make the sizes of the images smaller to save storage and make the app more responsive (faster).

The website used for this purpose is compressjpeg.com. This can compress other file formats like PNG, GIF, PDF.

Feedback from Microsoft Forms 1 0 0 1 1 1000Misroph V 1 4 interferon V 1 4 interpretable V 1 4 interpreta



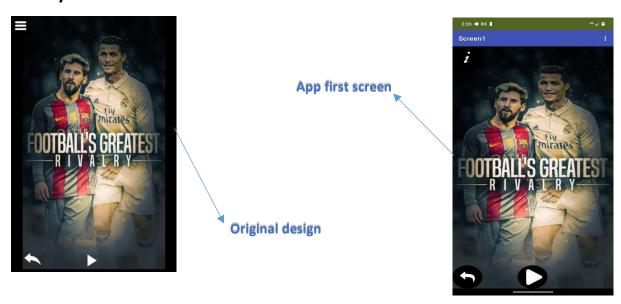
The Final Review

The final design of the app was reviewed by Mr. Ian who has expressed his thoughts on the app, and he has said that visually it was great with the pictures and sounds, he deeply expressed his concerns in having a return home button on every screen of the app. He has also said that some of the spelling was incorrect. And lastly, he said that it would be much greater if the score of the user could've been displayed on every question screen of the app so that the user can see his core after answering every question instead of only seeing it at the end of the quiz.

Designing skill was very challenging and at the same time, very exiting as well. I learned many new things while designing this app. This app showcases my designing skills and how well I can follow the previous design that I have created. And I have managed my time efficiently in designing my app have met the deadlines. It also showcasing my abilities to adapt to new software given to me to design apps.

In designing this app, I've faced many challenges in finding out how to get the features I want in the app to work as I described in my previous design. So, I had to spend hours researching how to add different functionalities in App Inventor. Adapting to using app inventor to designing my app was hard since it was a software I hadn't used before. But by researching and trying out different things, I manged to pull through and get the results that I wanted.

As you can see below nothing significant have been changed from the original design. Some of the icons changed. Other than that, I'd say it's exactly the same.



How the app meets the User Requirements and Purpose

Title/Start Screen

This page introduces the users as to what the quiz app will be about. It has been shoed through an image.

At least 5 quiz questions

This quiz app consists of six quiz questions about the players for each turn. This helps test the user's knowledge about this subject further.

Use of images and sounds

Multiple images have been used when creating this app to make it more pleasant and eye-catching. As for sounds, the only sounds available in this app is if the correct answer "Messi" is selected, or if the "Ronaldo" is selected.

· Method of letting the user know if they have the right or wrong answer

This can be identified as follows. If the corrected answer is "Ronaldo" and it is selected, then his famous celebration sound is played. And if the correct answer is "Messi" is selected, his famous celebration sound is played. However, is the wrong answer is selected, there will be no sound.

· A scoring system

A scoring system has been provided for this this app and it will be displayed after the user has finished answering all the quiz questions. His/her quiz score will be out of six.

Suggestions for further improvements

- 1. I would've loved to put a video in this app.
- 2. Would optimise all the assets to make the apps functionality smother.

3. If the user wants to play again, it would be great to have a different set of questions for him to answer.

And the last two screens of the app don't seem to have any problems. It works perfectly well.