**Storyboard**

In this section, we will address one of the main question behind every project, especially in application design. The question is “**why is this application useful ?”.** Obviously, applications are made for users and the purpose is to respond to a user need. To this end, in our application, a distinction has to be made between the user need that is satisfied and the final purpose of our application, especially that our users are children.

Taking in account the fact that our users are children, our application is shaped, before all, as a game. Tendencies shows that children possessing smartphones use them mainly for playing games (Clash of clans, Fortnite…). That’s why we have chosen to present our application as a game, thus, giving the first part of our response to the previous question. Our application is way for children to occupy their time pleasantly.

But that’s not all, as Pokemon Go did by adding in their game a touch of reality (using the camera for discovering new Pokemon), we wanted to add a touch of social dimension. Games and smartphones in general tends to hyper-connect people which can generate a social isolation. This is also true for children. That’s why our game will provide a way for the user to exchange the portrait of famous person he got with other users.

This idea was inspired from cards (stickers) collection like Panini Football player and Yu Gi Oh where it is easy to observe that exchanging the famous person (which will look like cards on the application) will definitely encourage social interaction between children and then avoid isolation risk. We then add a second part to our initial answer, not only will children occupy their time but our application will supposedly encourage social interaction.

Coming back now to our initial distinction we have clarified in which way our application satisfies a user need, in our case, a child need, we need to explain what is the final purpose of our application and why is it useful for children in term of educative purpose.

The hyper-connectivity were are facing nowadays create some drawback, the first and most obvious that we experiment everyday is the astronomical quantities of information we received every day though emails, social networks, news applications, embedded notifications… This drawback, although in appearance more boring than constituting a matter of concern, is in reality quite dangerous. In deed, we are influenced by all this flow of information, consciously and unconsciously. This particularly true in the sense that, often, the flow of information is constituted of “buzz” and usually, these viral buzz are bad examples and stupidities of famous person’s everyday life. And more than us, children are influenced by these information.

It is here that our application takes place, by playing with portrait of famous persons who gain their fame through noble actions (peace Nobel prize, people saving, medical and scientific discoveries…), children will get positively influenced by these persons. Of course, the idea is create rich and interesting descriptions, small audio and video podcast about every famous portrait in order to really invite the child to look at the information and to learn about the life of these persons. Not only are the children positively influenced, but they also learn about the history and the famous discoveries that happened in our world. This could generate center of interest and maybe, with a little luck, passion discoveries. At least, that would be the best goal our application could achieve !

**Android studio**

After having set up the Android Studio environment into Intellij IDEA, we have played a bit with the functionalities and we are now considering the feasibility of programming the user interface of our application with it. The next step is to follow some tutorial and check if something nice can be done with it and what would be the complexity.

(images/screenshot\_android\_studio.png)