

FBLA-QuizME

FBLA Mobile Application Development 2018-2019

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Overview

Topic: Develop an app designed to test a member's knowledge of FBLA. Give the app a name. The app must produce questions to be presented to the user comprising a minimum of five different FBLA-related topics. Topics may include competitive events, business skills, national officers and/or running for national office, national sponsors/partners, basic parliamentary procedure, national conference (NFLC and NLC) dates/locations, FBLA history, etc.

- The app must be designed strictly for a tablet or phone
- The operating system must be mobile based such as Android or iOS
- The app should be secure and bug free
- The app should state its licensing and terms of use

Correlation

FBLA-QuizME is a mobile application created to help FBLA member's

test their knowledge of FBLA. We have provided over 20 topics for students to use to help themselves get test ready!

Instructions for Installation

Requirements

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Minimum System Version	iOS 11.0
Minimum Xcode Version	9.0

Installation

1. Download repository as a .zip.
2. Extract the .zip.
3. Locate the unzipped folder named FBLA-QuizME
4. Navigate to the .xcodeproj file located under FBLA-QuizME\FBLA-QuizME\FBLA-QuizME.xcodeproj.
5. Double click on it to open it.
6. If prompted to confirm opening the project, press "Open".

Building to iOS-Based Device

1. For installing the application on an iOS based device, connect the Mac to the device the unlock the device
2. Select the iOS device connected to the Mac in the area in the upper left corner next to the stop button saying "FBLA-QuizME".

3. If an error occurs when trying to build the project, select the FBLA-QuizME file at the top of the files list and change to Bundle Identifier (listed under “Identity”) to something unique. It may also be required to change the Team under the “Signing” category. **(This error may or may not occur; if it does, it is an error with signing authentication which is uncontrollable by the developers. The error should not occur when using a simulator, but may occur when attempting to build the program on an actual iOS device.)**
4. The application should install and run automatically on the iOS device.
5. Once the application runs, the iOS device can be safely removed from the Mac.

Simulating

1. Once Xcode has opened and loaded the project, click on the “Play” button in the upper left part of the window
2. If Xcode prompts you to choose a target device, choose any device you would like to test our app on!

How to use Social Media

1. On the Home Page in the bottom right corner tap on Social Media
2. Check us out on Facebook, Instagram, and Twitter
3. Finish the 13 questions for the topic you chose
4. Once the alert message pops up and prompts you to click “Your

Score”, click “Your Score”

5. Find out your rating
6. Tap on the “Share Your Score on Social Media” button
7. Select the Social Media platform you wish to use (if no platform shows up, click on “more” and select the activities you would like our app to be compatible with)
8. Enter your score and Share!

How to Report a bug

1. We have a button at the bottom of each topic view
2. Tap on that button and then tap the report problem button
3. This will auto generate an email in which you can tell us the problem you found and send it via email

Technologies Used

	Technologies Used
IDE	Xcode
Language	Swift
Operating System	Mac OS

Team Members

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Link to Github Page

If you are a judge and would like to see our Github page please click [here](#)