

Quizard Quest

by CD MSC/

The Team

- Gustavo Castillo - Web Development
- Anthony Cloudy - DB Querying
- Peter DeNicola - Android Development
- Nathan Moore - Business Logic
- Joe St. Angelo - DB Architecture

The Idea

- Interactive, Flashcard-Adventure Game
- Make studying Simple and Engaging
- Quest is driven by Relevant study topics
 - Physics
 - Calculus
 - English
 - History
- Connect via Facebook and Play with Friends

Market Analysis

- Flashcard Sites Exist
 - Braineos
 - Quizlet
 - Factmonster
- What Makes Quizard Quest Different?
 - Record, review, and show off progress
 - Broad subject matter and age groups
 - Differentiate pre-made and user-generated content
 - Expansive, engaging content

Product Features

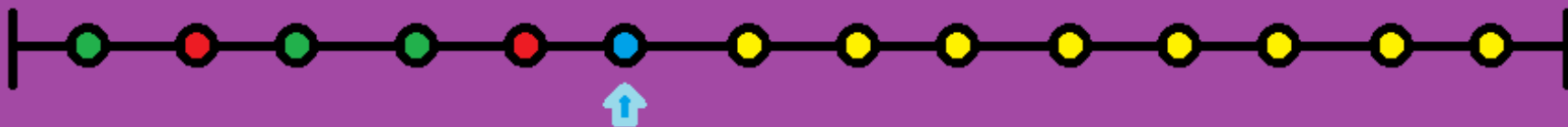
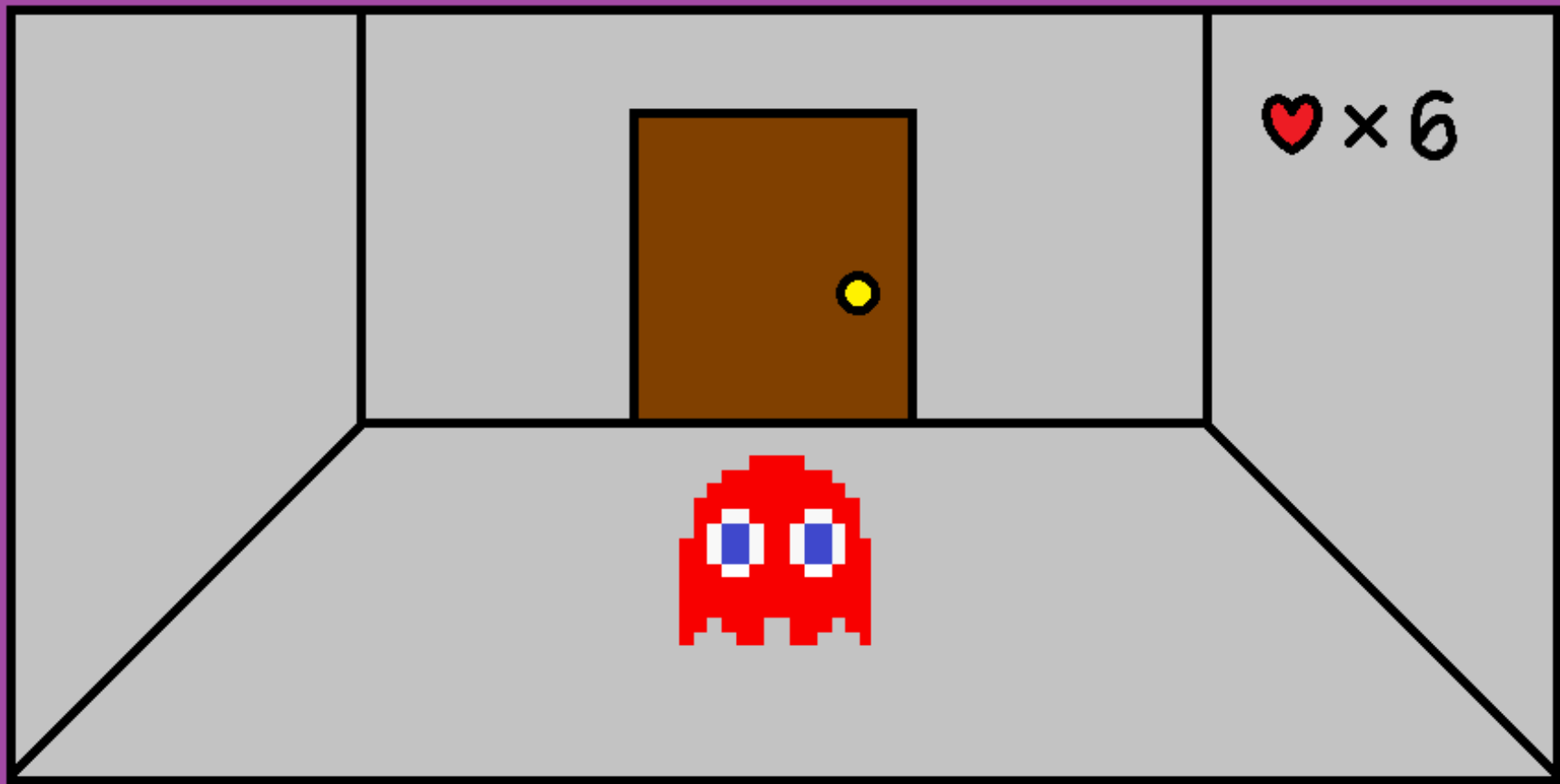
- Three Game Modes:
 - Training
 - Emulates studying
 - Low risk, Low reward
 - Quest
 - Emulates homework
 - Medium risk, Medium reward
 - Save the World
 - Emulates a test or quiz
 - High risk, High reward

Product Features

- Experience
 - Measure of score/progress
 - Specific to subject
- Achievement Medals
 - Complete challenges
 - Bragging rights against friends

Product Features

- Currency
 - Earn through:
 - Completing Modes
 - Achieving Feats
 - Spend on:
 - Quest and Save the World modes
 - Customizing the UI



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What is the
derivative
of $3x$?

a) $3/x$

b) 3

c) y

d) x



User Group Focus

- Primary School:
 - Learn the basics
 - Colors, Basic Arithmetic, Spelling
- Secondary School:
 - Reinforce and Expand their knowledge
- Tertiary School:
 - Learn advanced content
 - Programming, Quantum Mechanics, etc.

Thank You for Your Time!



Any Questions?