**CPS353 Software Engineering Proposal**

**Group Details**

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| Group Number | 01 |
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| Date | 1/31/21 |

**Proposal Details**

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|  | Item | Description |
| *1.* | ***Project*** |  |
| 1.1 | Proposed Project Title | To Be Announced… |
| 1.2 | Summary | Math Quiz App |
| *2.* | ***Target Audience*** |  |
| 2.1 | Field | Educational Learning K-12 Software |
| 2.2 | Age Group | Elementary School  Grades 3-5 |
| 2.3 | Rating | G |
| *3.* | ***Features*** |  |
| 3.1 | Useful Features | Kids these days are always on their phones or tablets. So why not make an educational quiz game that they can spend a couple minutes a day on. With a timer that will slowly count down faster and faster, to put some pressure on them to get as many questions correct before the timer runs out. Maybe even getting them to try again to get a better high score. |
| *4.* | ***Software / Languages*** |  |
| 4.1 | Software | Xcode |
| 4.2 | Language | Swift (and potentially Firebase) |
| 4.3 | Purpose of languages / software (mentioned above) | * Xcode is the IDE used to make iPhone apps. * Swift is the new language that Apple created to develop iPhone apps. * Firebase will probably be used for the database unless I find a better option but so far this seems like the best. |