

Criterion A: Planning

Defining the Problem

The problem was that there weren't even educational apps out there that were fun. I decided to make a Quiz application, which would consist of trivial questions. At the same time anybody could take the quiz on their free time and learn some new things and have fun. Ever since the new application Trivia Crack or Quiz UP came out I've been playing them frantically. I love these games I wanted to experience making one on my own. This application doesn't go as far as setting up a server where you can compete with others but after this project is done I will continue to add to the app where I will get to the point where I will have multiple quizzes you can choose from.

Rational for the Proposed Solution

The reason I decided to create an application was because I didn't want to make a boring application like, rather I wanted to make a fun application where people could learn fun facts but not want to use my application for the sole purpose of learning. Rather use it to have fun and kill time in a way.

Starting Success Criteria

1. Create a mainframe with panel that contains buttons
2. When buttons are the quiz will open up
3. The panel will generate a list of questions will multiple options
4. The student chooses an answer and the answer will be checked
5. If correct you are given a "global point" and move on to the next question
6. If incorrect you are not given a point and move on to the next question