**CS 242 Final Project Proposal Template**

**Trivia Me!**

**...**

1. **Abstract**
   1. **Project Purpose**  
      To make a fun trivia game, where users can play alone or interact with other users and try to get more correct answers.
   2. **Background/Motivation**  
      I like playing iPhone games, and I’ve never tried to make one on my own, and something like a Trivia game seems complex enough where it would require a sizeable amount of code, where I can really practice my style/design conventions.
2. **Technical Specifications**
   1. **Platform:** Android App
   2. **Programming Languages:** Java, Javascript, HTML, CSS
   3. **Stylistic Conventions:** commenting, naming conventions, camelCase
   4. **SDK:** Android SDK
   5. **IDE:** Android Studio or Intellij
   6. **Tools/Interfaces:** Android phone
   7. **Target Audience:** (Students, Children)
3. **Functional Specifications** 
   1. **Features**
      1. Be able to answer Trivia Questions
      2. Keep track of longest run of consecutive correct answers
      3. Have different modes of games along with different difficulty levels
      4. Split game options into categories
      5. Have a profile view with info so
      6. Include some sort of authentication into account
      7. Maintain a remote DB of all users and a global high score list
      8. Implement some sort of invite system so users can play against friends (I hope this isn’t too hard)
   2. **Scope of project**What are some of the limitations of this product?
4. **Timeline:**
   1. **Week One**
      1. *Functional Requirements*
         1. Part One (**5 Points**)
            1. Develop a backbone UI

Profile Page

Avatar

Name

High Score

Question/Answer Page

* + - 1. Part Two (**5 Points**)
         1. Import some Bank of trivia questions and connect such that UI can randomly retrieve questions without reading in the whole bank
         2. Can use a local question bank or use an API to generate a random question
      2. Part Three (**5 Points**)
         1. Set up Social Media Authentication (Facebook, Google, etc.)
         2. Import Avatar, Name, High score onto profile page from here
    1. *Testing Requirements*
       1. Create a Manual Test Plan (**8 Points**)
       2. Set up initial testing framework (**2 Points**)
          1. You don’t have to write any test cases
  1. **Week Two**
     1. *Functional Requirements*
        1. Implement a Database to store User information, metrics, past questions, etc. (**5 Point**s)
           1. Create some sort of metric collection
           2. Store User information
           3. Store metrics
           4. Store past questions
        2. Add different levels/categories of quiz questions (**5 Points**)
           1. Add at least 3 different types of categories

i.e. Movies, Books, Sports

* + - * 1. Add at least 3 levels of difficulty

i.e. Easy, Medium, Hard

* + - 1. Make considerable UI improvements to include these new features (**5 Points**)
    1. *Testing Requirements* 
       1. Write unit tests (**10 Points**)
          1. UI elements
          2. Backend
          3. Different levels/categories (as much as possible)
          4. Additional unit test cases as necessary
  1. **Week Three**
     1. *Functional Requirements*
        1. Notification System **(4 Points**)
           1. Allow users to invite other facebook users
           2. Send push notification when user gets invited to play

Send notification via Facebook (or in app, depending on whats more convenient)

* + - 1. Graphs/Statistics (**5 Points**)
         1. Create some sort of leadership board in the game, where users can visualize how their high scores compare to those of their friends
         2. Create a visualization of user score history
      2. Database schema updates to account for these new features (**3 Points**)
      3. Improve UI to fit these requirements (**3 Points**)
    1. *Testing Requirements*
       1. Write unit tests (**10 Points**)
          1. UI elements
          2. Backend
          3. Additional unit test cases as necessary

1. **Future Enhancements**  
   What are some cool tweaks you’d want to make to your product after the core functionality is done? Are you planning to work on it in the future?

If I have the time, I would like to work on it in the future. I would also like to add expansion packs with different types of questions and new categories. Additionally, I would like to enhance the UI and make the game as enjoyable to play as possible.