



PROVISIONAL NAME

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Abstract

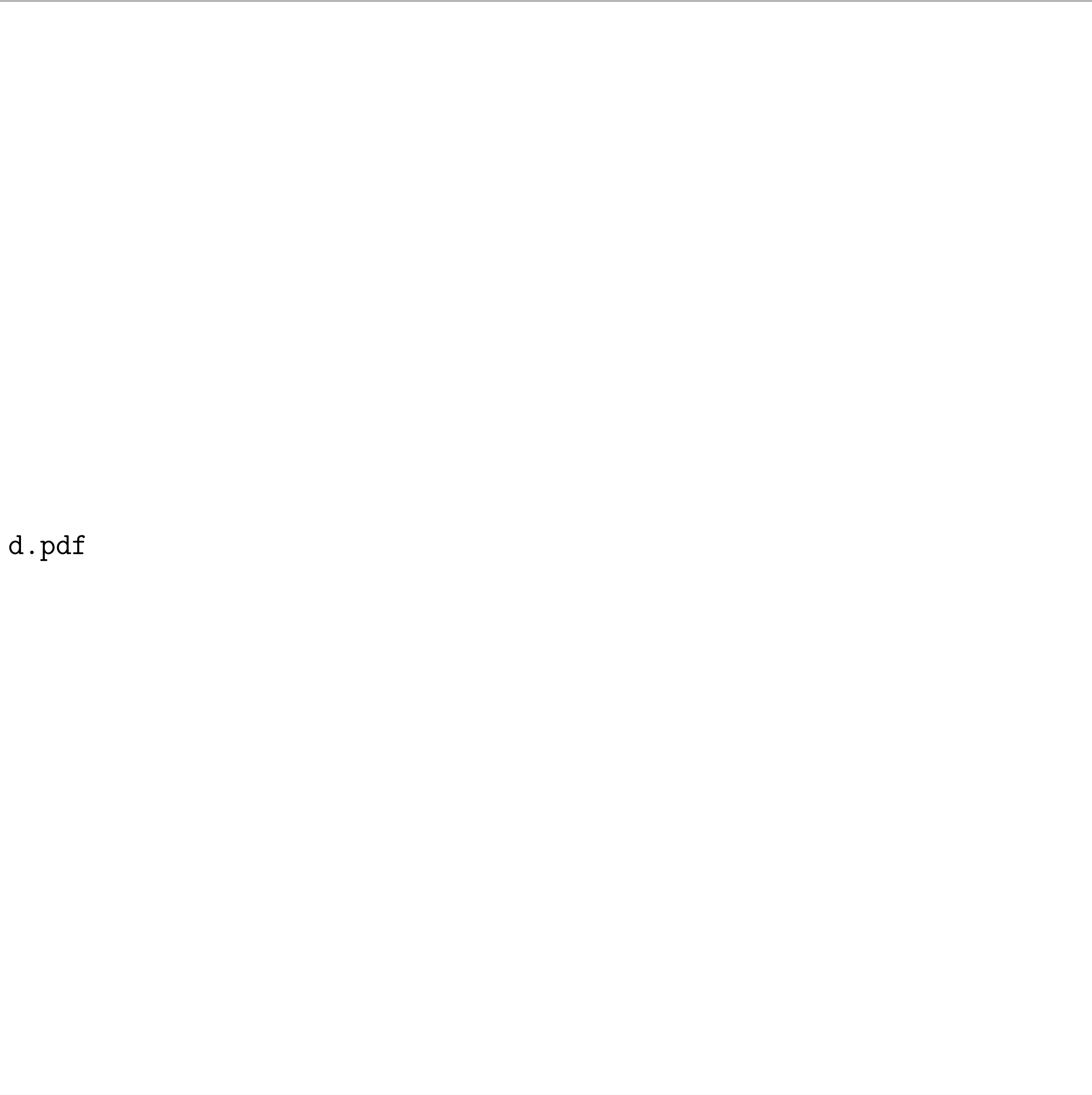
This a draft for the final paper of the project.

Introduction

This paper presents the design and development of PROVISIONAL NAME, a new trivia game that seeks to offer a more personalized and challenging experience. PROVISIONAL NAME allows its users to learn by playing, and any user can offer the system new questions, thus allowing a greater variety of topics for more effective learning and greater satisfaction.

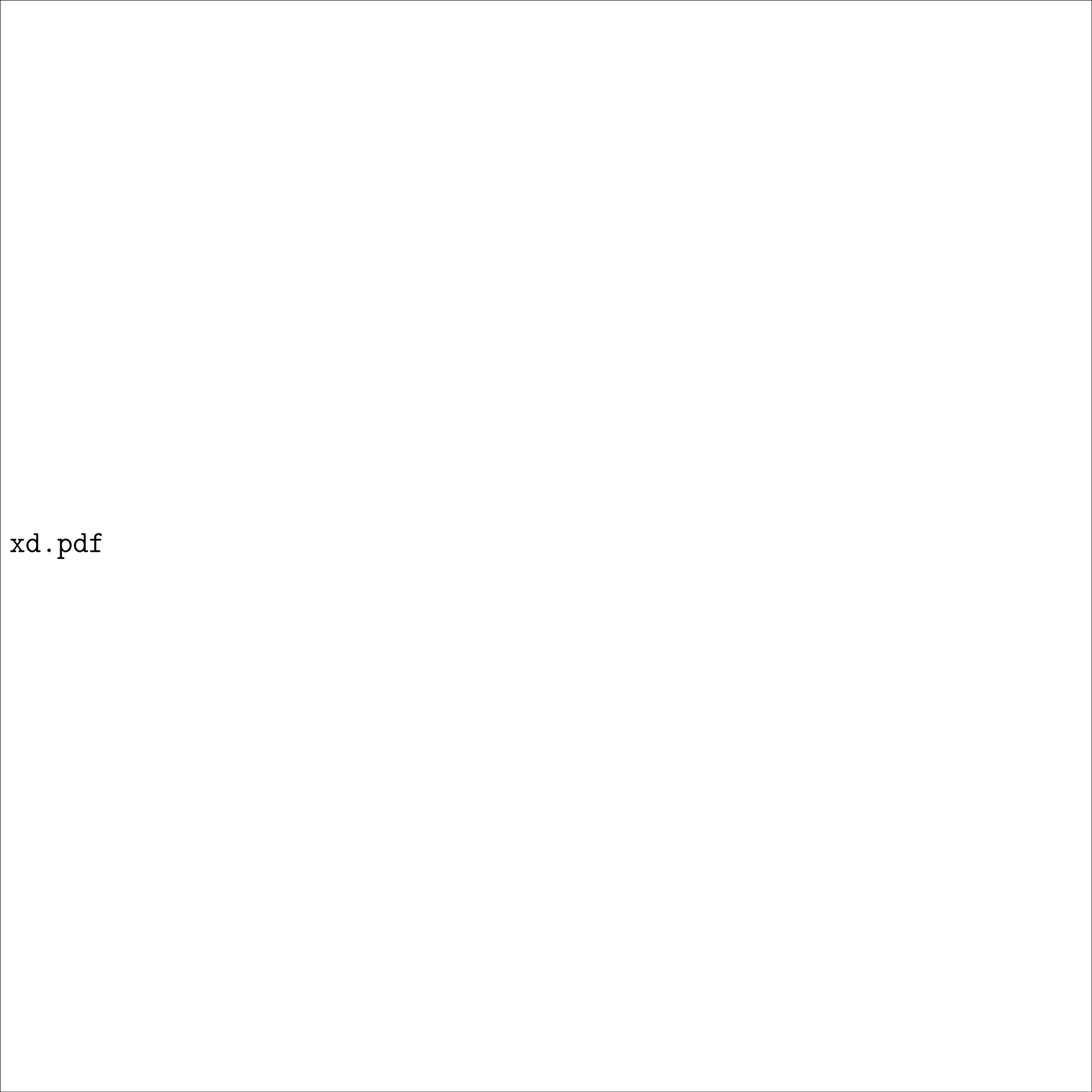
Methods and materials

The way in which we will try to solve the problem will be by making correct use of object-oriented programming, we also seek to implement pattern designs in order to make the code as efficiently as possible, all this in order to fulfill the stories provided to solve the problem. We also have tools such as Java and Python to do the logic behind the application.



Experiments and results

First of all, we defined the user stories to understand what we wanted to solve. We continued by creating class diagrams, activity diagrams, and sequence diagrams to better understand the problem and arrive at an easier solution.



Conclusion

at the final update of the project, this will be completed.