



CMSI 2022: Mobile Application Development

Clement Canel, Alex Gordon, Elijah
Senior, & Dawit Solomon

Assignment 0503

BeFake.

Team & Roles

- Clement Canel → Technical Writer
- Alex Gordon → Project Manager
- Elijah Senior → Head Developer
- Dawit Solomon → Developer

Needs & Audience

- **Needs:**

- Interaction with friends
- Familiarity with sports
- Quick thinking and reaction time

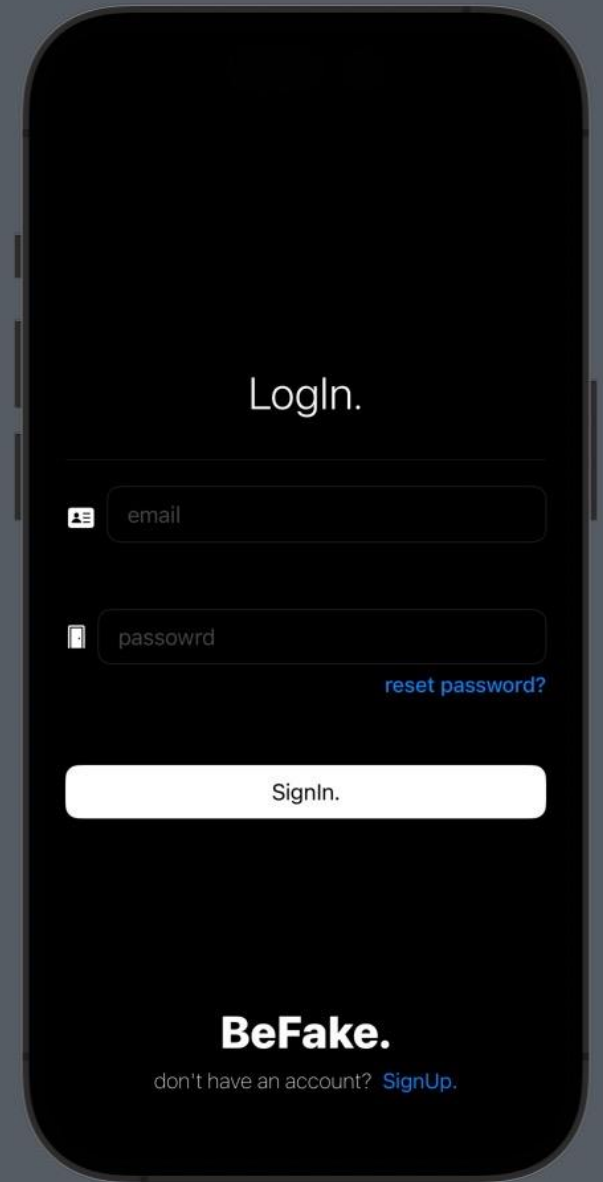
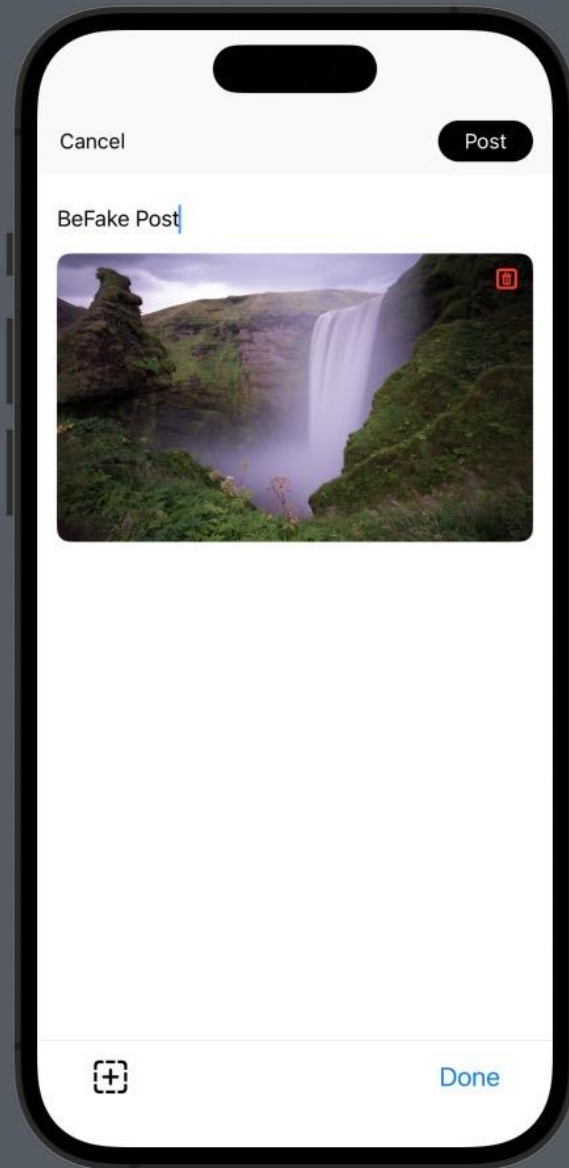
- **Audience**

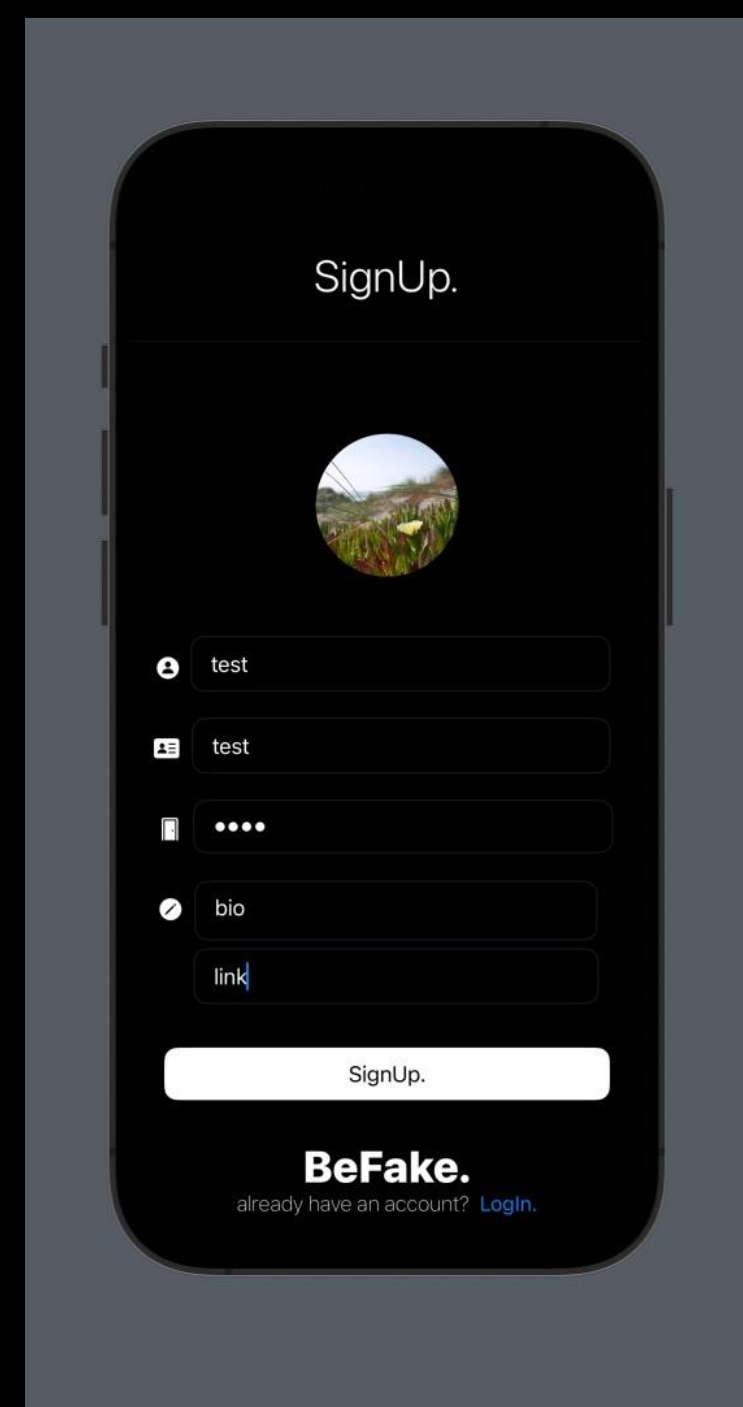
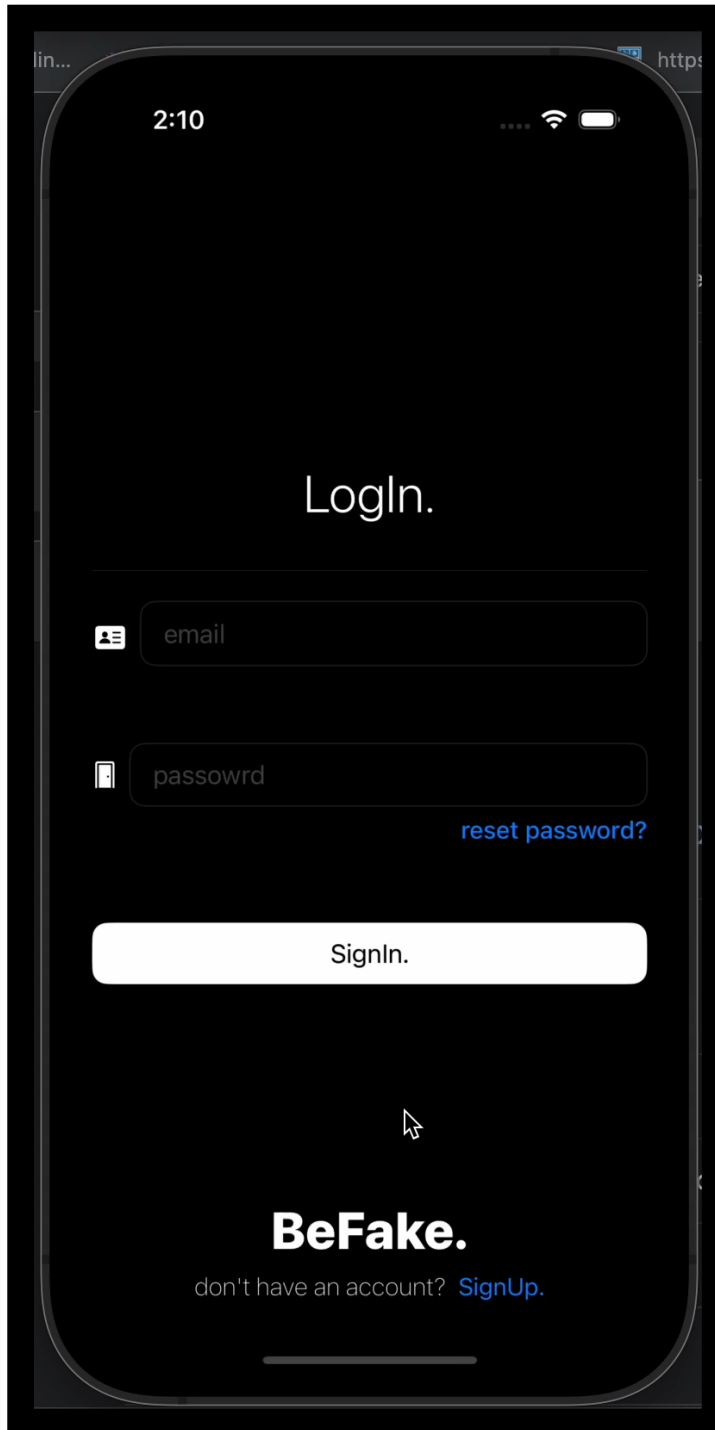
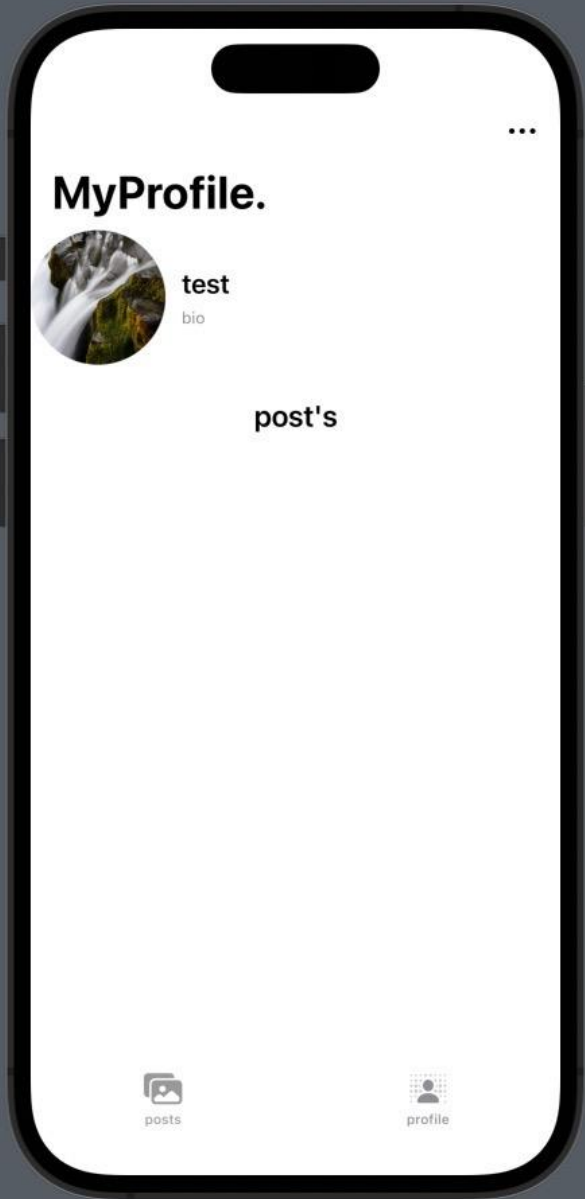
- Middle school to high school students
- University students
- Young adults starting new jobs or the next chapter of their life
- People in their low to mid 30's starting new families and new chapters of their life

Idea Brainstormed For Chosen Needs

- BeFake: A game where users compete with friends to see who is the "fakest", with incentives and rewards for the most authentic posts, local and global leaderboards, and a limit of one post per day.
- Sports game: A trivia game that allows users to select a specific sport and difficulty level, and offers immediate feedback on correct or incorrect answers, with the option to compete against friends.
- Act quick game: A game that challenges users to react quickly to split-second decisions and allows for improvement over time, with memory tests and a global leaderboard to check progress.

Screenshots of App





LogIn.



email



passowrd

[reset password?](#)

SignIn.

BeFake.

don't have an account? [SignUp.](#)

API, Database

[Viber REST API | Viber
Developers Hub](#)



Challenges

- **Integrating the API**
- **User Engagement:** The app's success depends on user engagement. It may be challenging to design a user interface that is engaging enough to retain users' interest and encourage them to continue using the app regularly.

Credits

- Clement Canel
- Alex Gordon
- Elijah Senior
- Dawit Solomon
- Professor Dondi