**ISCG7424 Mobile Software Development**

**Group Project - Checkpoint 1**

**Team Members:**

Rikin Shah -1486371

JiXu -1485142

Yujia You -1468225

Yu hao Cheng - 1452709

**Product Name** : Quiz King

**Product Type** : Mobile Application

**Runtime** : Android Studio

**Introduction**

* For quite a while our relying upon internet and mobile phones has increased greatly to acquire numerous things, for example, information, look into on different themes, chatting with each different over the globe keeping in mind the end goal to have more perception about individuals traditions or for transform or trade ideas and thoughts with others likewise we utilize web for excitement, appreciate and fun. How do you have fun and enhance your information at the same time? One of the motivating ways for doing both is General quizzes.

**Aim of the application**

* A lot of kids today are learning to use mobiles devices at a very young age. Some schools are even making use of the devices like Ipad and tablets to teach students interactively. Being-up to date on general knowledge by taking quizzes in various subjects and current affairs in different domains helps to you to grow up to a knowledgeable person. One of the ways to increase your general knowledge is by taking different kinds of quizzes like countries, flags, animals etc. Our application Quiz King is exactly what students need. Quiz King will have different categories of quizzes and reach out to maximum students. Quizzes are designed to promote, a fun way to study, and in the process help improve one’s general knowledge. The main aim of the Quiz King is to test the general knowledge of the students.

**Competition – Availability of similar apps**

* There are a few applications of quiz on android store as well as IOS store. But most of the quizzes like World Flags quiz, Animals quiz focus on just one aspect like country flags or animals. Hence the students and other users cannot make full use of the quiz and sometimes gets repetitive to take the same category quizzes. Our Quiz King has different categories for different types of quizzes so user can select what type of quiz they want to take.

**Whether or not it extends an existing application**

* No, this application does not extend an existing application. It is a new application that will contain multiple quizzes for students as an educational application instead of gaming application.

**The target audience and likely market size**

* The app is mostly for all ages who would like to improve on their general knowledge by testing their knowledge by taking quizzes. But the target audiences are the young school students and the schools who would like to test their students on tablet devices.

**Proposed cost**

* This application only needs a low budget to develop and operate. There is no cost on development process, the only need is on promoting and popularizing it to school and educational institution. It is very hard to market an application since the app store competition is on the rise. We plan to visit schools and educational institutes and show them the demo. Hence, juts $400 for transportation costs at different places.

**Development time**

* It takes eight steps to create this app. In this case, some steps are able to execute at the same time. The initial version of development scheduling is below.

|  |  |  |
| --- | --- | --- |
| Stages | Data | Instruction |
| Define our goals | 10/04-10/12 | To decide the aim of this app, what it capable of and how it can help people. |
| Sketch the interface | 10/13-10/15 | To design what the app looks like. |
| Develop the backend | 10/13-10/25 | To make sure the main function can operate. |
| Build the interface | 10/25-10/28 | To build the UI as the sketch we did before. |
| Test prototype | 10/13-11/10 | Test if all functions work as we designed. |
| Publish on app store | 11/12-11/13 | Put the app on market. |
| Promote on market | 11/13-11/20 | Try to sell it to school. |
| Maintain the app | 11/13-~ | Keep the app running. |