

GI rules expert

END DATE:

24 AUG, 2020

SUBMITTED TO:

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WHY THIS PROJECT OFFERED?



- To enable the users to use this app to learn about the traffic rules and know about the signs and symbols .
- Can also practise for the GI Driving test and prepare for it and see their performance
- To connect more and more users with the app by providing localisation.
- Users can choose any of the language with which they are comfortable and learn about the rules in an easy manner
- It's natural that people are more comfortable with using apps adapted to their own language

PROBLEM STATEMENT



- The problem is to add multiple quiz tests according to the level of difficulty like:
 - ✓ Easy
 - ✓ Moderate
 - ✓ Hard
- Need to provide the alternative text for different languages for different quizzes(Localization)
- Need to create one default xml resource for default language(English) and other alternative resource files for the other languages(French, Hindi)

LOCALIZATION.....



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- Localization is the process of rendering the content of app into other languages and customizing app for each target market that you want to support.
 - It is crucial step if you wish to acquire users from the 146+ countries that Google's play store runs in. Users in other countries want to use your app in a language they understand and see dates, times and numbers in familiar, regional formats.

DIFFICULTIES.....



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- While implementing localization in our android app, we need to handle text, numbers and graphics in a way that is appropriate for the locales where our application is used.
 - It also takes time to do different things like adding resources files.
 - Also, it affects design, and vice-versa. For one thing phrases are longer in some languages than in others.
 - Example: “Buy Now” in English is “acheter maintenant” in French.

SOLUTIONS TO THE PROBLEMS.....

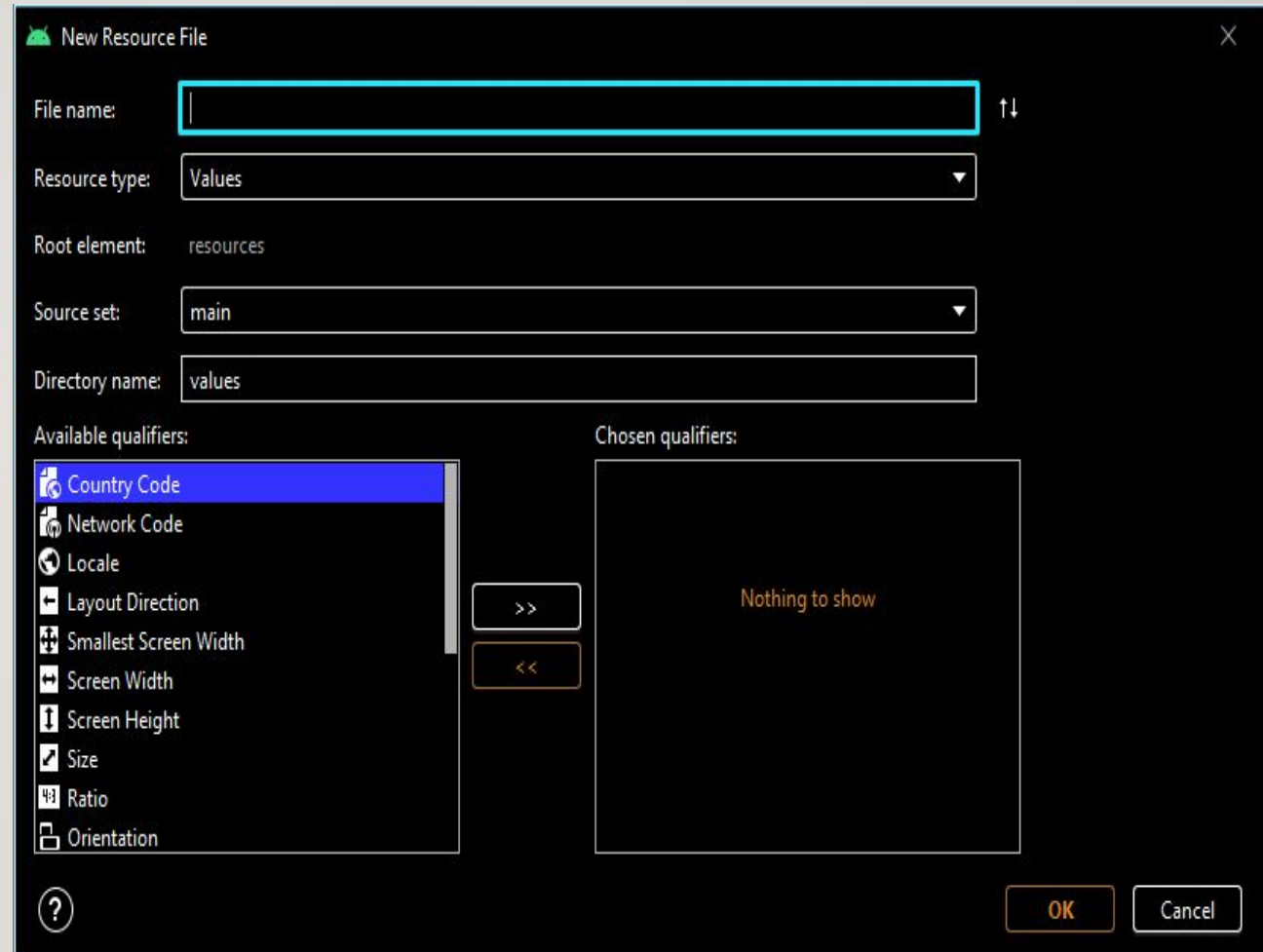
- Localization always takes time to do right. The solution is to treat it as an investment. Good localization will pay off in global revenue, but it's important to trust the process.
- This need to create alternative strings.xml files, each stored in a locale specific resource directory.
- Using scratch from the internet, for example "Locale Helper" file.
- Analysis:-
- <https://gunhansancar.com/change-language-programmatically-in-android/>



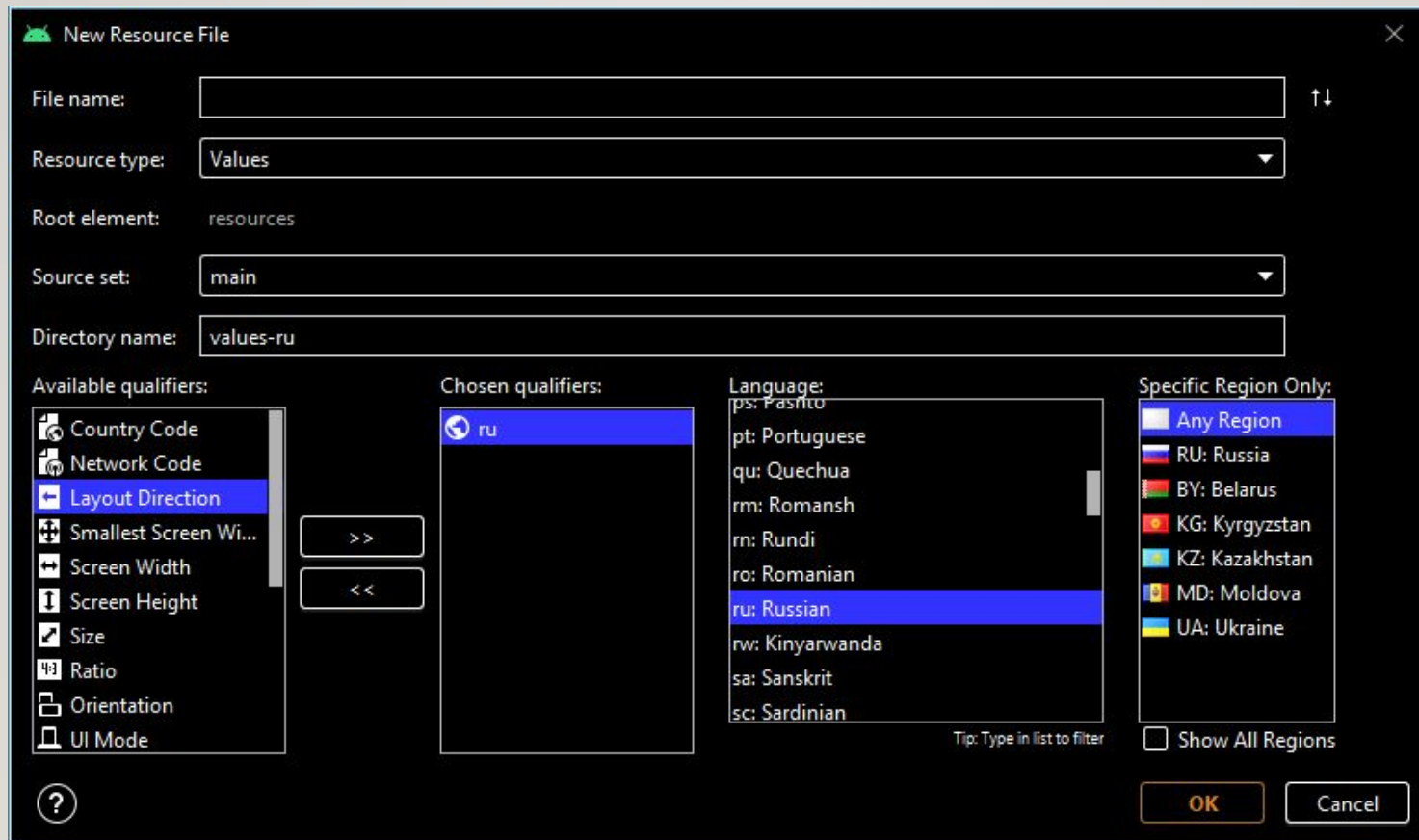
Steps to do -- Analysis

- ✓ Add file Locale Helper.
Java
This class is used to change application locale and persist this change for the next time.

Add resource files..



- Select Locale and set the file name “Strings . xml” . Android studio has automatically set a Directory name.



SCHEDULE OF THE TASKS

| TASKS | ESTIMATED TIME TO COMPLETE | TASK SPECIFICATIONS |
|----------------------------------|----------------------------|--|
| Layout Designing | 2-3 days | Front End of the app will be visualized. |
| Login Page and Registration Page | 3-4 days | Designing Login and Registration Page |
| Choosing questions for the quiz | 1-2 days | Questions for Challenge bank will be picked up. |
| Scoreboard | 3-4 days | Scoreboard will evaluate user's intellect. |
| Challenge Bank | 3-4 days | Challenge bank will be designed and programmed . |
| Setting of Cloud Database | 4-5 days | Data will be store to Firebase which can be accessed by admin. |
| Localization and Theme Changing | 3-4 days | Laguage independence and visual modes will be introduced |
| Adding Learning | 2 days to the maximum | Learning Material will be added as well. |

GANTT CHART

| | | | |
|---------------------|--------------------|------------|-------------|
| PROJECT TITLE | G1 Expert Rules | GROUP NAME | Team ORANGE |
| PROJECT IINSTRUCTOR | Mr. Mohammad Kiani | DATE | 14/08/2020 |

[illegible]

USER FLOW

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- ➡ Splash Screen appears for 5000 milliseconds
 - ➡ Front Screen appears asking the user either to login or register, if the user is new
 - ➡ User registers to access the learning material and quizzes
 - ➡ the user is asked to enter his/her full name, email id, choose gender, select his/her age, add
 - ➡ phone no and set password
 - ➡ The user pushes next button
 - ➡ A screen appears showing the user has successfully registered using his phone number
 - ➡ Then the user needs to login by entering phone number and password
 - ➡ A welcome page appears
 - ➡ By clicking the menu icon on the top left corner, user can see the various menus like
Home, All Quizzes, All Scores, Challenge Box, Profile, change language, Logout

Testing for the Application

Analyse App Performance

We are trying to build an app which have minimal bugs and lags



Gather Early Feedback

Early versions of the app will be used internally by trusted users



Continue to focus on Quality

Quality is the key all the success stories ever heard. We will try to keep UX as best as we possibly can.



Acceptance Test

- Enables user to evaluate the applicability and usability of the software in performing their day-to-day job functions.
- Ensures application quality for the real world scenario



Alpha Testing

- to identify all possible issues and bugs before releasing the final product to the end users.
- identify the tasks that a typical user might perform and test them.
- it is done early on, near the end of the development of the software, and before beta testing.
- carried out by the testers who are internal employees of the organization
- main focus of alpha testing is to simulate real users by using a black box and white box techniques.

Beta Testing

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- performed by "real users" of the software application in "real environment"
 - can be considered as a form of external [User Acceptance Testing](#).
 - final test before shipping a product to the customers.

**Reduces
Product
Failure Risks**

**Test Product
in Customer
Environment**

**Direct
Feedback
from
Customer**

**Increased
Quality**

**Customer
Validation**

Bibliography

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- <https://gunhansancar.com/change-language-programmatically-in-android/>
- <https://lokalise.com/blog/android-app-localization/>

**Thank
you!**