**Related Work**

(Write about apps on the market that are alike to ours)

Since the serious game is going to be an Android app, the obvious first step was to explore the Google Play, in order to create an idea, what is the actual supply of apps similar to the one intended to create, and also their current stage of the development. After inputting “Project Management Apps” on the search field, a very rich array of results came up. The top 100 apps were reviewed and were partitioned into lists according to their features. The majority of the suggestions were apps designed with the main purpose to track progress of projects, i.e. tools that the management can use to monitor task assignment and completion of the employees, the to-do lists of the project, a platform to arrange meetings etc. These particular apps are not related to this project, so they were discarded.

The family of apps that are of interest to our serious game, are the one that introduce and elucidate concepts of (IT) projects and their management, provide questions to the previous explained theory, and one of the most important characteristics searched for was the injection of gamification elements into it. Here is a list of the top results, that checked all/the majority of the marks:

1. Learn Project Management ([Link](https://play.google.com/store/apps/details?id=com.quizmine.projectref_01))
   * The user has a rich offering of chapters like “Introduction to project management”, “Role of a project manager”, “Project basics” etc. When the user clicks on one of these subjects, a new window (find the app equivalent) opens where the user can choose between a tutorial about the field or opening the quiz about it.
     1. If the user opens up the tutorial, a topic list is displayed, where the of the