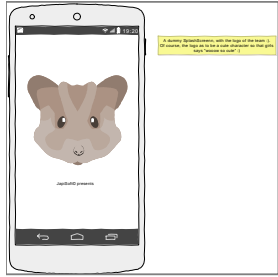
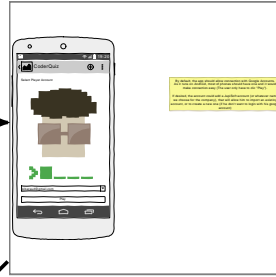


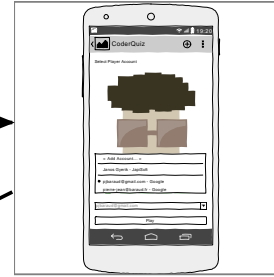
SplashScreen



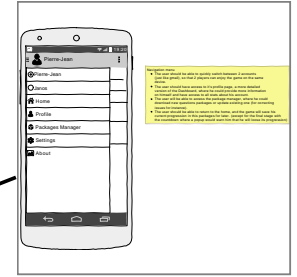
AccountSelectionScreen



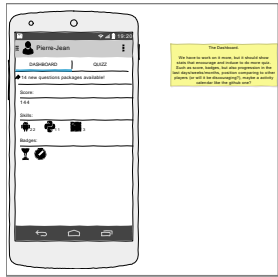
AccountSelectionScreen...



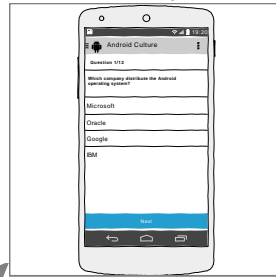
DashboardNavScreen



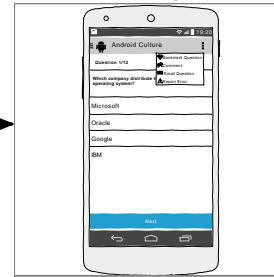
DashboardScreen



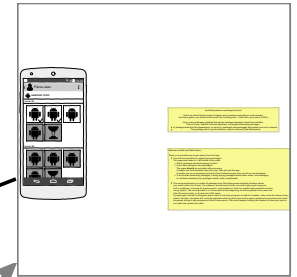
QuestionActivity



QuestionActivityActions



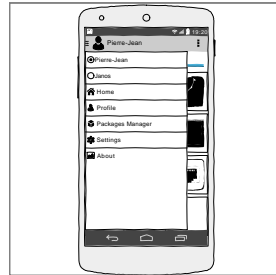
QuizDetails



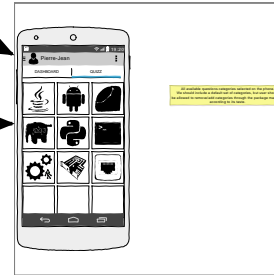
QuizLauncher



QuizNavScreen

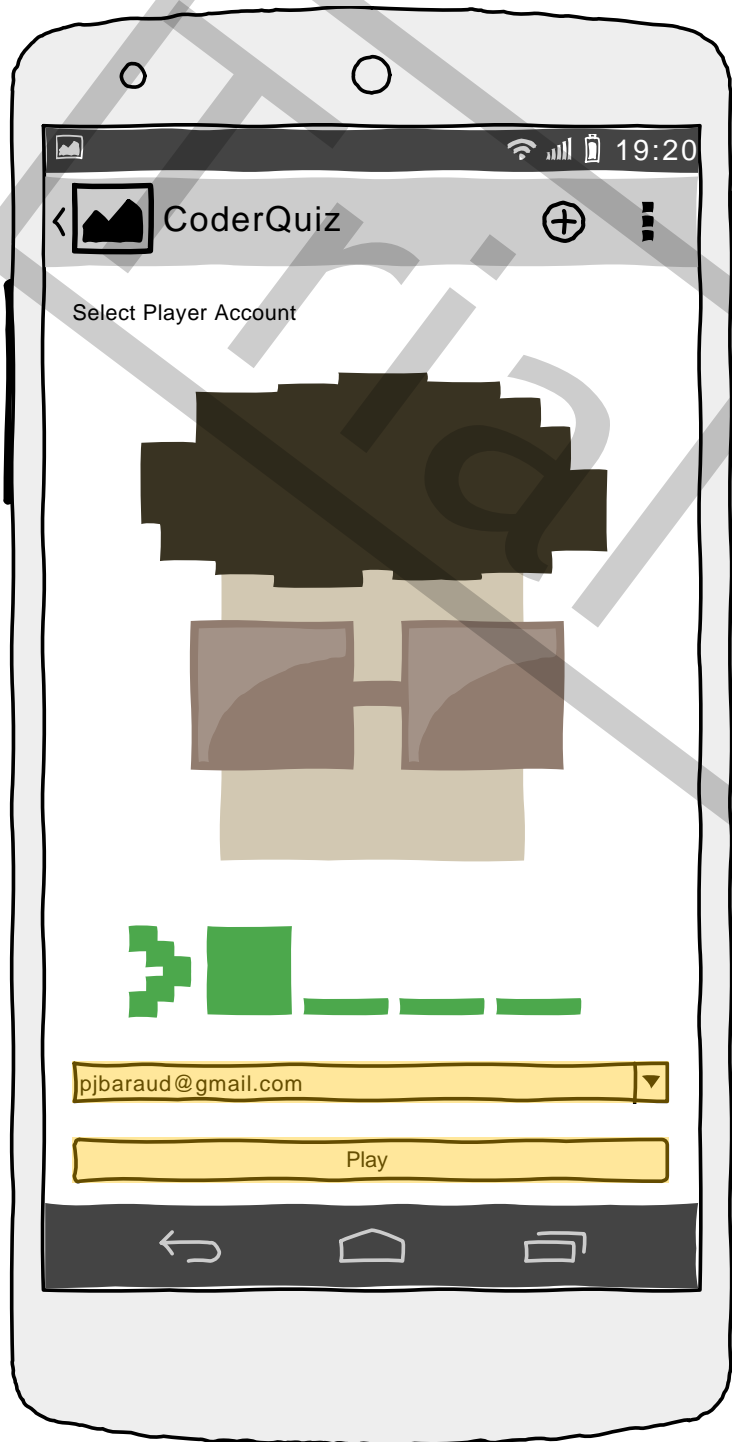


QuizScreen



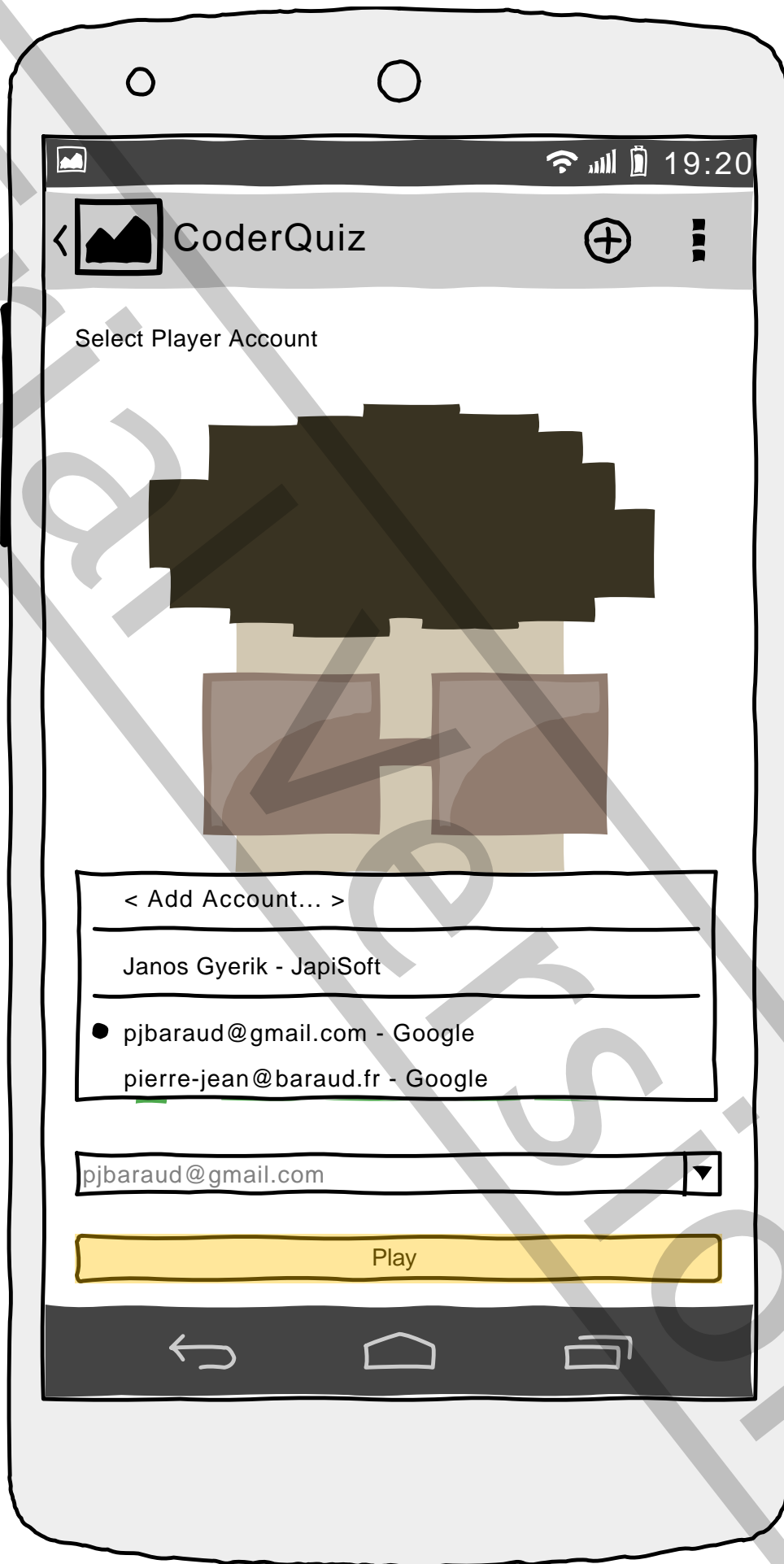


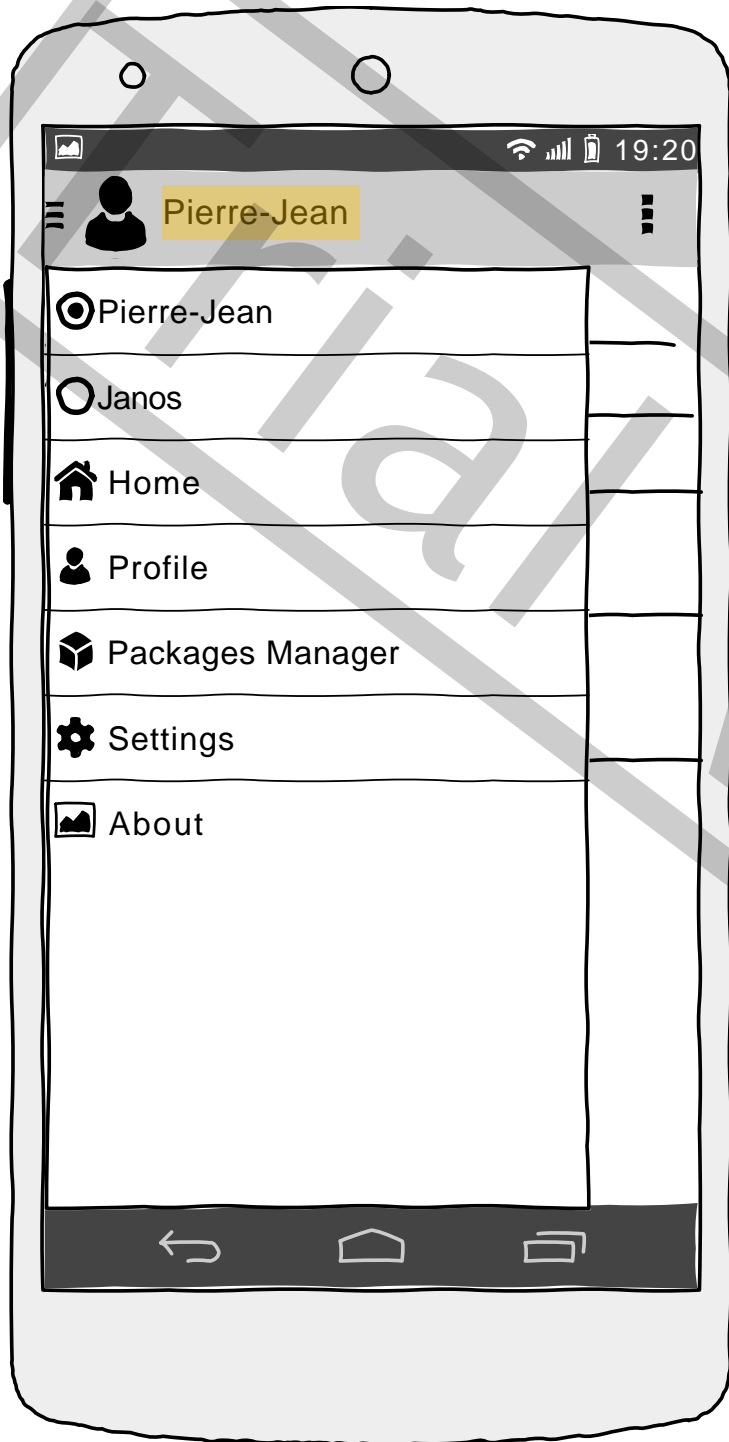
A dummy SplashScreenn, with the logo of the team :).
Of course, the logo as to be a cute character so that girls
says "woooow so cute" :)



By default, the app should allow connection with Google Accounts. As it runs on Android, most of phones should have one and it would make connection easy (The user only have to clic "Play").

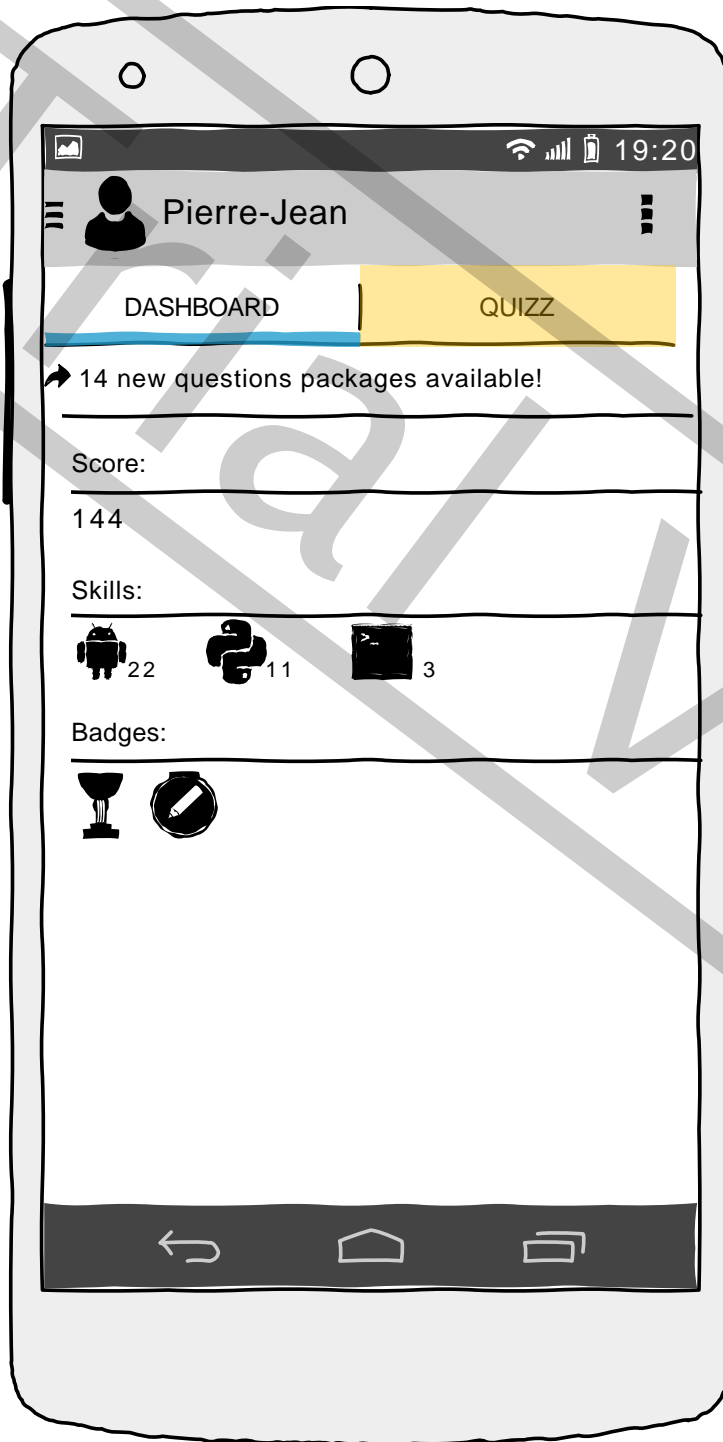
If desired, the account could add a JapiSoft account (or whatever name we choose for the company), that will allow him to import an existing account, or to create a new one (if he don't want to login with his google account)





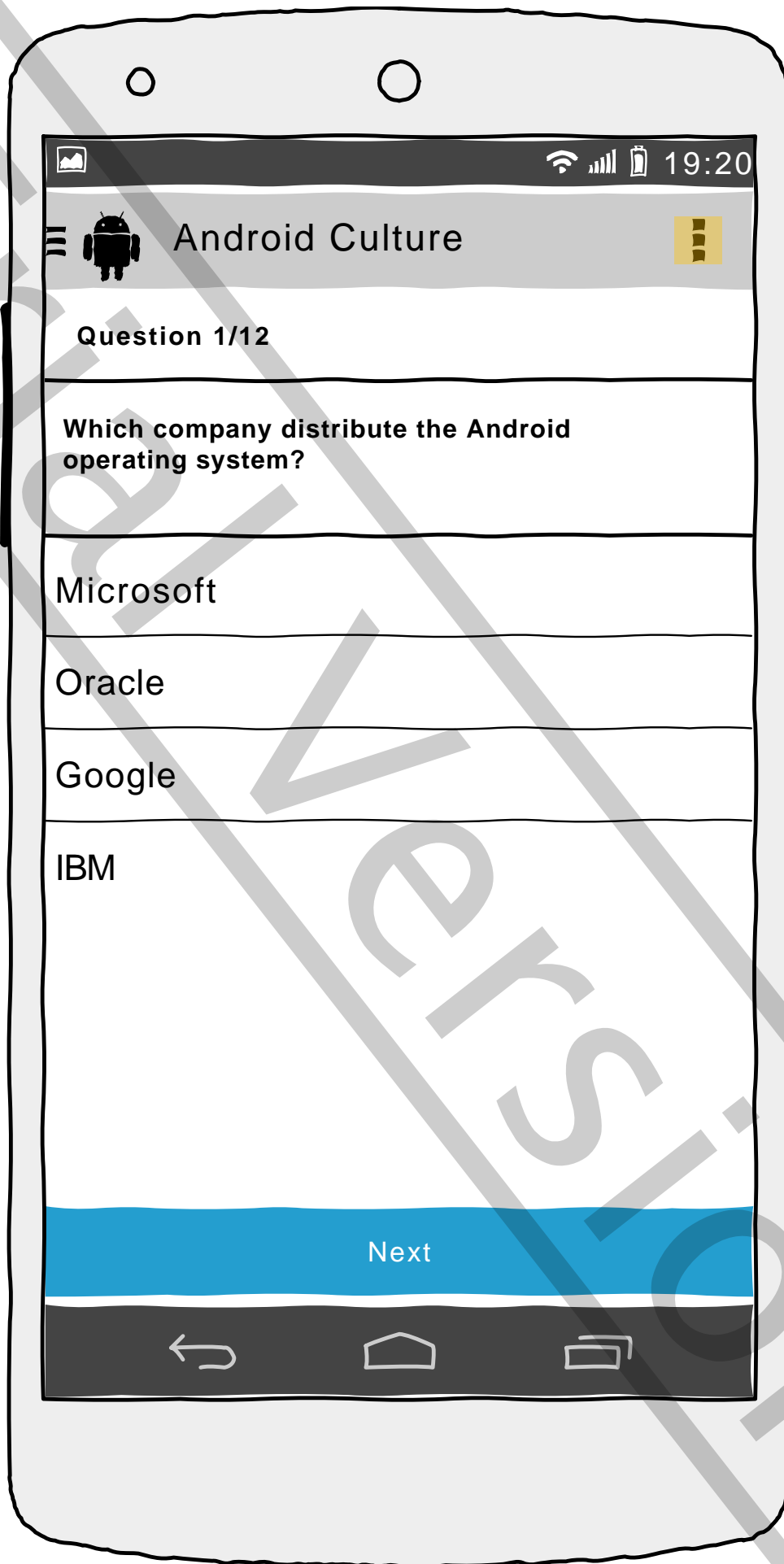
Navigation menu

- The user should be able to quickly switch between 2 accounts (just like gmail), so that 2 players can enjoy the game on the same device.
- The user should have access to it's profile page, a more detailed version of the Dashboard, where he could provide more information on himself and have access to all stats about his account.
- The user will be able to access the package manager, where he could download new questions packages or update existing one (for correcting issues for instance).
- The user should be able to return to the home, and the game will save his current progression in this packages for later. (except for the final stage with the countdown where a popup would warn him that he will loose its progression)



The Dashboard.

We have to work on it more, but it should show stats that encourage and induce to do more quiz. Such as score, badges, but also progression in the last days/weeks/months, position comparing to other players (or will it be discouraging?), maybe a activity calendar like the github one?



19:20



Android Culture



Question 1/12

Which company distribute the Android operating system?

Microsoft

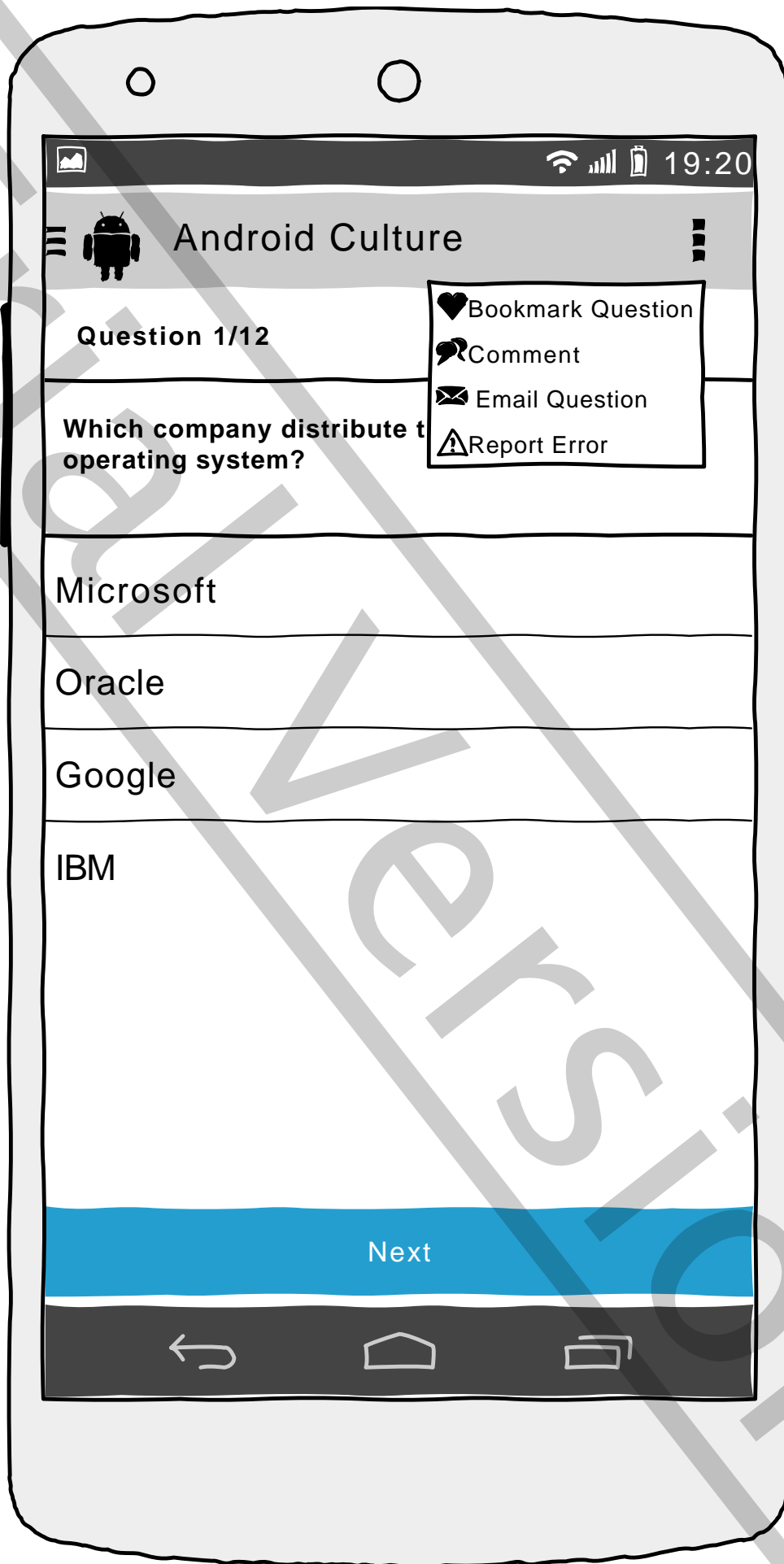
Oracle

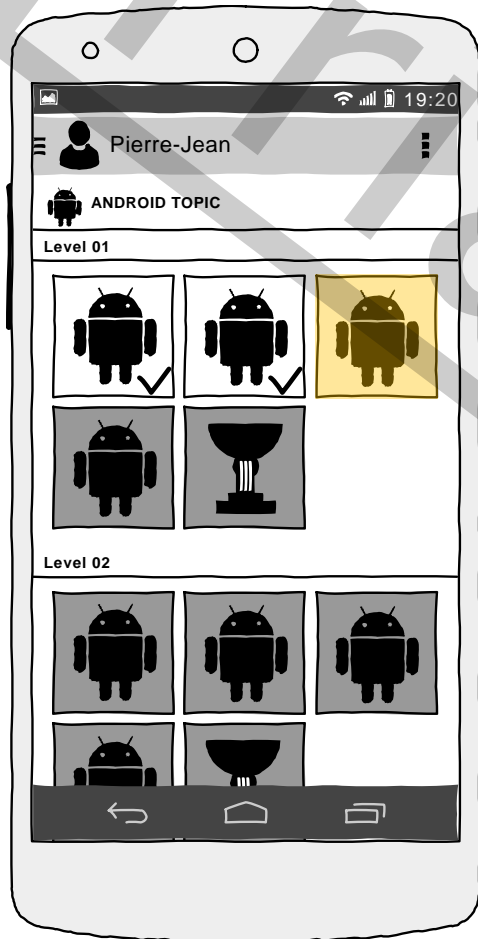
Google

IBM

Next







Available questions packages by level

I think we should block access to higher level questions according to achievement. Just like a game, you should unlock level 2 by finishing level 1 (with let's say a score of 80%)

Here, every packages installed through the package managers should be available. That is to say, JapiSoft (official) questions, but maybe community packages.

- A package should list the dependency to unlock it (packageA and packageB with perfect score for instance)
- The package with a cup should be to unlock next level (See Note below)

Business model and Gamification

There is a possible way to get money from the App.

- The first one would be to create paying packages.

This approach leads to 2 difficulties to my mind:

- > Which packages should be paying or free?
- > How induce people to buy packages?

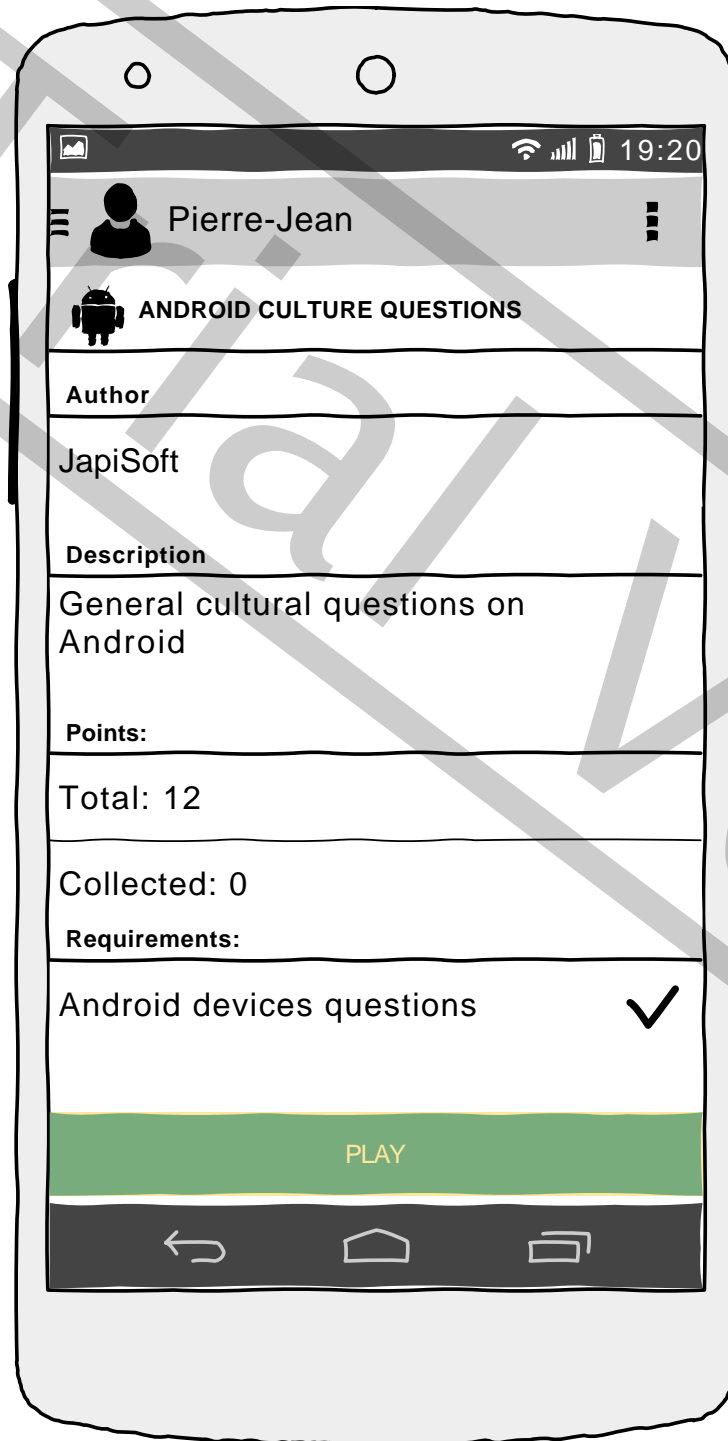
The game **should** be enjoyable without paying

If people are stuck because they don't pay, they will quit the app.

If people can go on progressing level by level without paying, they won't buy new packages.

- > If we include community packages, having paying packages would seem unfair, and managing to retribute community for packages seems really complicated.

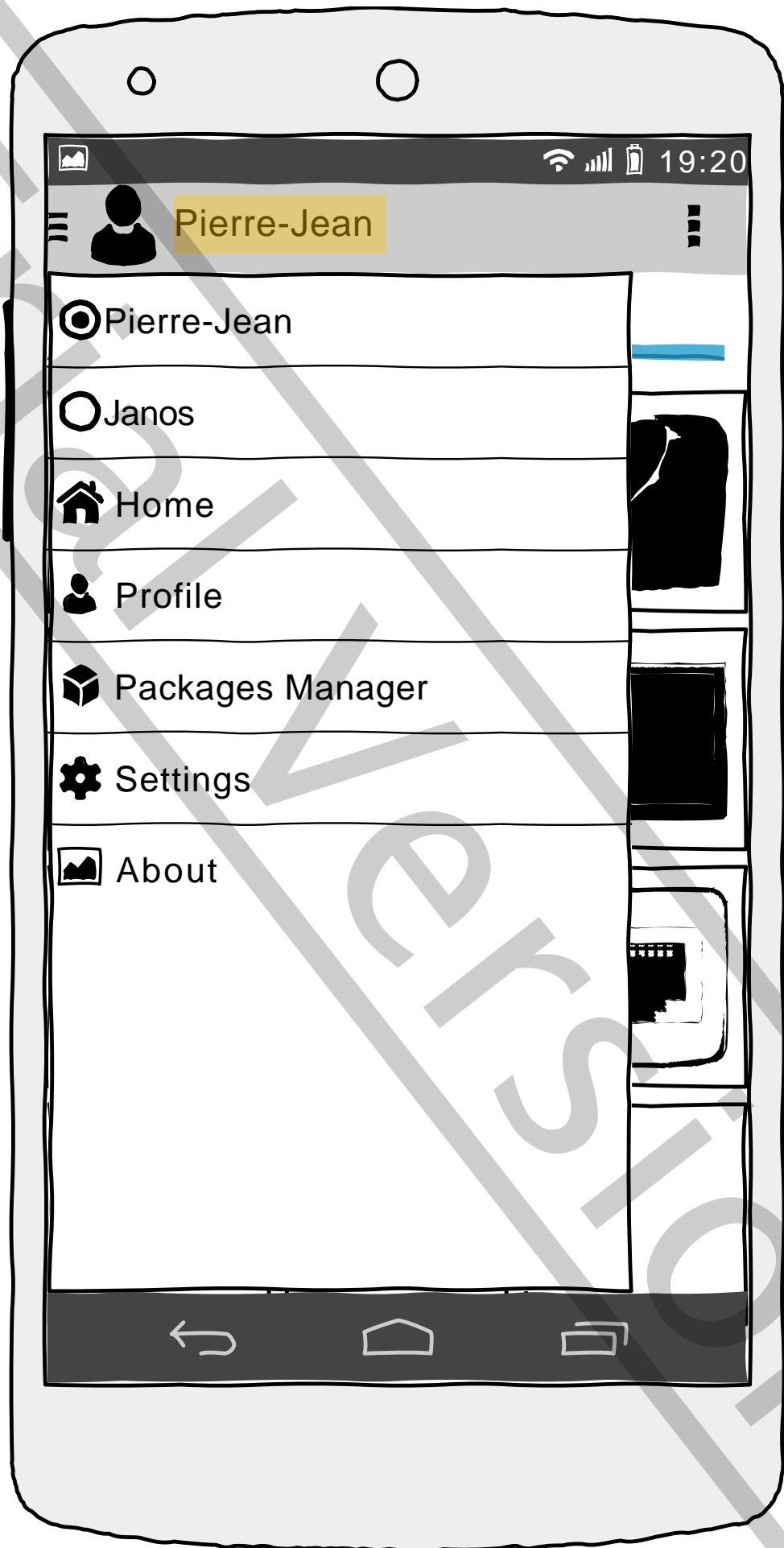
- The second approach is to make all packages free. But having some stressful situation where you could lose a lot of time. For instance, at each end of level, we could make a quit long quiz, with a countdown, involving all previous quiz + new questions. And you couldn't pass questions unless using "jokers". We could provide 2 or 3 free jokers at the beginning, and allow people to buy new one (like 29 cents a joker, or 5 jokers for 0,99 cents). If people get involved in the game and to want to lose their progress on difficult situation, they could be induced to buy jokers. Like this, the game still could be enjoyable without jokers (but would require maybe more practice) and could let people willing to pay progress a little bit more quickly. We could imagine limiting the number of jokers per quiz to not make the system too unfair.



A quick resume of the package.

Through the option menu, the user can remove the package (unless it is an official one provided by JapiSoft).

A much more detailed resume would be available on the package manager, with score of the author, community score of the packages, number of download, posted opinions and so on





All available questions categories selected on the phone.
We should include a default set of categories, but user should be allowed to remove/add categories through the package manager according to its taste.