

Group Dolphin

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Title: Personal Enlightening Computer Academic Trainer (PECAT)

Problem Statement: When a student needs a source to study from

Project Objectives: The objective of this project is to serve as a reviewing source for students.

Planned Features: The planned features of this project are lessons that contain explanations of chosen topics, followed up by short quizzes/challenges. Answering these challenges would reward the user with achievements.

Planned Inputs and Outputs/Logic Plan:

1) Present the user the given choices, namely:

- a) A. Topic
- b) B. Challenges
- c) C. Achievements
- d) D. Developers

2) Ask CHOICE INPUT from user (A-D)

- a) IF user choice input == A or a, present the user with the following choices:
Cells, Tissues, Organs, Organisms, Eukaryotes, Prokaryotes
 - i) IF user input == a to/or f, present the user with FUNCTION Cells to/or Prokaryotes
 - ii) Present user with the INPUT choice to proceed to next FUNCTION/lesson by Inputting STRing “N” or the choice to end the program by inputting STRing “Q”
- b) IF user choice input == B or b, present the user with the following choices:
Cells, Tissues, Organs, Organisms, Eukaryotes, Prokaryotes

- i) IF user input == a to/or f present the user with FUNCTION challengeA to/or challengeF.
 - ii) Within the function, When the user manages to correctly answer every single challenge, garnering up the total points needed to gain to get an achievement. If the user isn't able to answer all the challenges correctly, they could always replay the challenges to try again and attempt to gain an achievement
- c) IF user choice input == C,
- i) display all achievements that the user has achieved in this format:
Challenge 1: SOLVED
Challenge 2: UNSOLVED
Challenge 3: SOLVED

When all challenges are solved, print a congratulations/achievements message for the user.

- d) IF user choice input == D, display the names of the developers who created the program and their contributions

Ex:

Arje Bangsara - Project proposer
Aiden Morales - Gathered the challenges and lessons
Jolo Macasieb - Coder