

**ASSIGNMENT COVER SHEET**

**WINTER – CENTRE FOR BUSINESS, INFORMATION TECHNOLOGY AND ENTERPRISE**

# ASSIGNMENT COVER SHEET

Assignment Title	Assignment 2: Design and Create a Mobile App in Android	
Module Code	COMP709	
Module Title	Mobile Applications Development	
Due Date	16/5/2020	
Date	16/5/2020	
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I certify that I have read the Academic Miss-Conduct and Plagiarism and that this is all my own work, except for those parts identified for which references have been made.

Signature JITHU SAJI KANICHATTU Print name: JITHU SAJI KANICHATTU

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## I. INTRODUCTION

Corona Quiz is a simple quiz android application which is based in the current crisis around the world, Corona virus. This app helps the user to know more about the Corona virus and necessary precautions. The app is created for the compatibility of tablet (Samsung Tab E) with the screen size of 9.6inches.

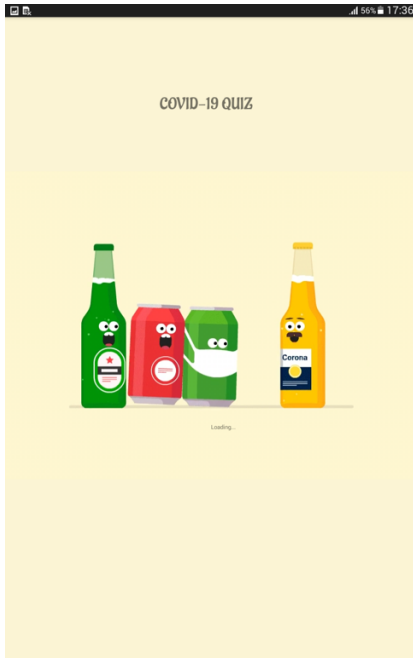
## II. APPLICATION BRIEF

- 1) Splash Screen- On launching the app, the splash screen takes about 6 seconds to load and this time is entertained with a simple animation. After loading the splash screen is directed to the main menu of the quiz.
- 2) Main Menu- The main menu contains options Play Game is to start the quiz, which leads to the sub menu to select the question set. The second is the high score view option, which shows the highest score of the game so far. The last option is Exit, which is allows the user to terminate the app at any moment.
- 3) Sub Menu- The sub menu is the one which is connected to the quiz as in this menu the user selects the question set. This app is developed with a question set of 3 levels, EASY, MEDIUM and HARD. The number of questions 20,10 and 15 in the above order. This menu also has a go back option to go back to the main menu.
- 4) Quiz- The quiz page is a basic screen with the number of questions answered, difficulty, and the current score in the top left corner. The top right corner has a counter timer of 30seconds to answer. Options such as Go to menu, go back to previous menu and exit is also present.
- 5) High score- It shows the highest score scored so far in the game just like a hit list in computer games.

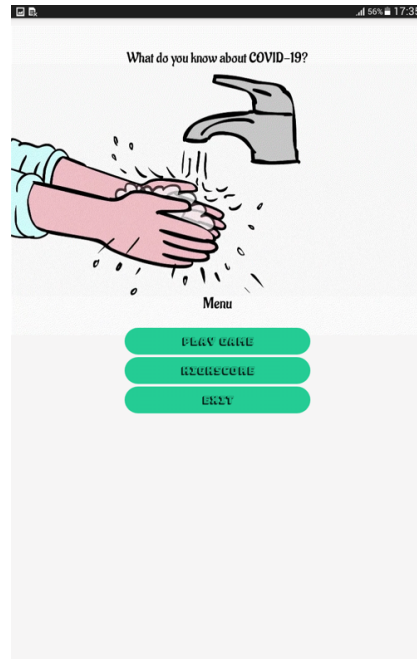
### III. JAVA ACTIVITY DETAILS

NO.	ACTIVITY NAME	DESCRIPTION
1	Category	Category class
2	QuizContract	Quiz DB Tables
3	QuizDbHelper	DB Operations including the creation
4	MainActivity	Start Quiz sub menu with Categories to select
5	MenuActivity	Main Menu of the Quiz
6	Question	Getter() and setter() for questions
7	SplashScreen	Starting animation Screen
8	QuizActivity	Quiz Page
9	HighscoreActivity	Shows the highest score so far

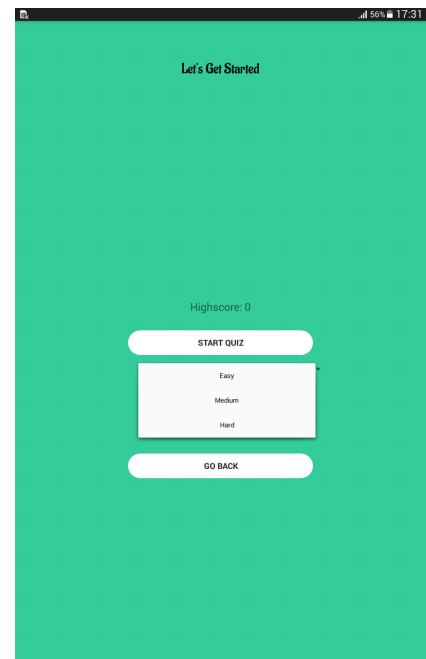
## IV. SCREENSHOTS



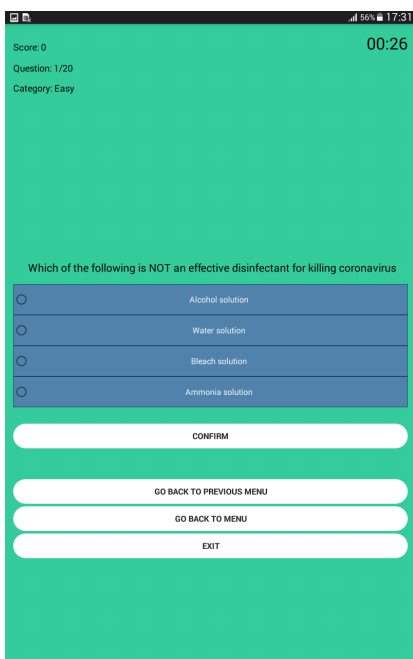
(Image1: SPLASH SCREEN)



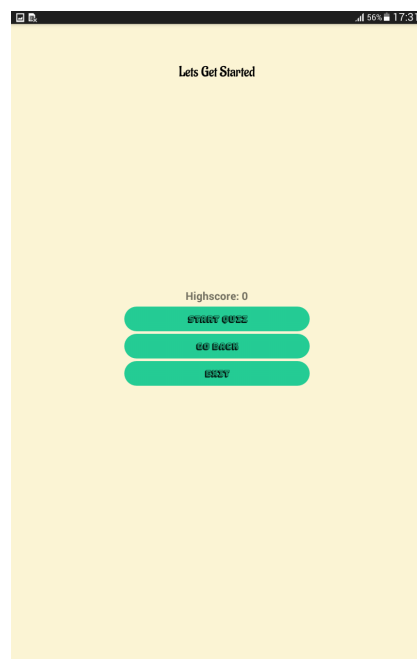
(Image2: MAIN MENU SCREEN)



(Image3: QUESTION SET SCREEN)

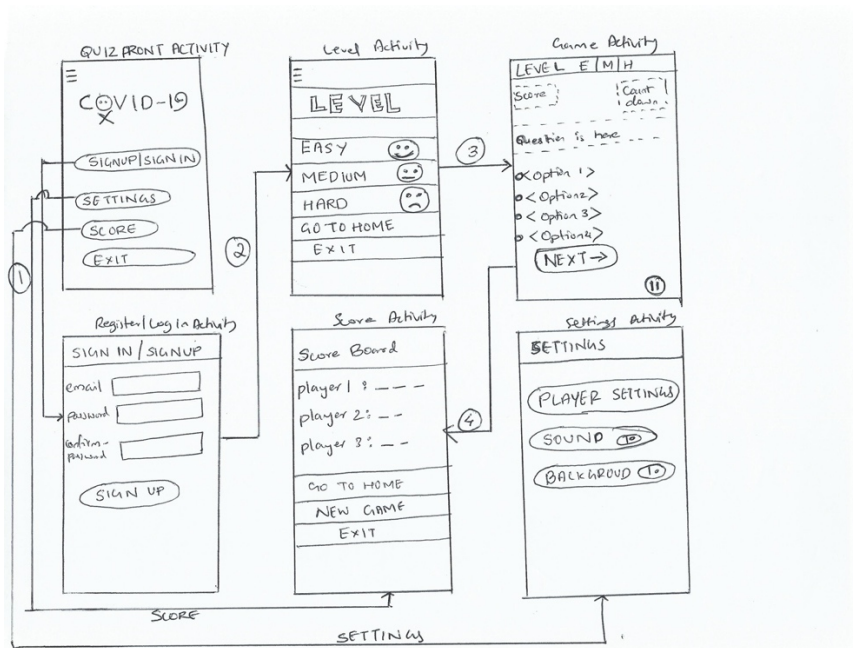


(Image4: Quiz SCREEN)



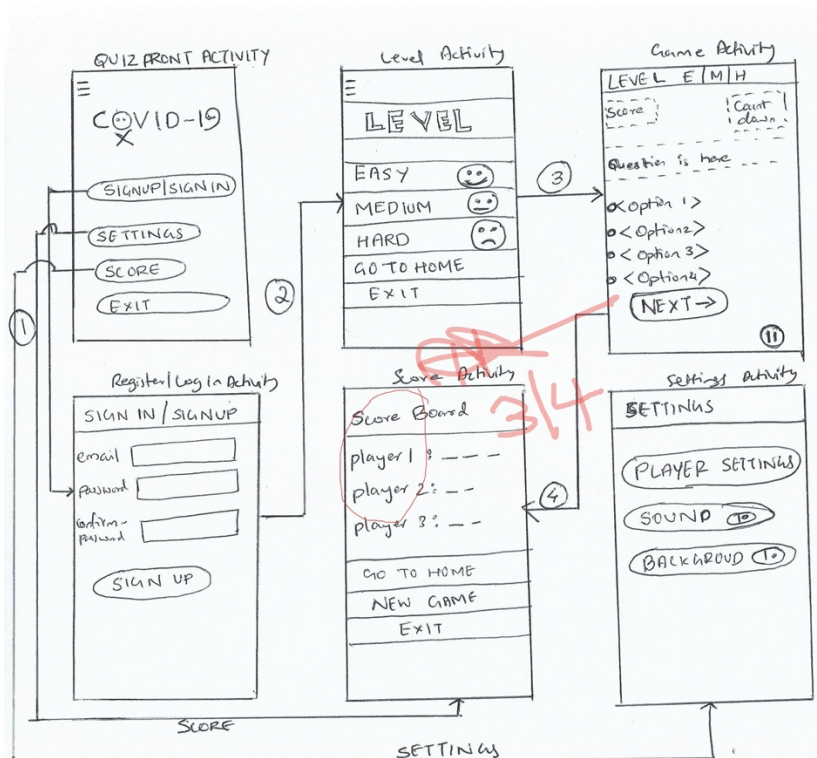
(Image5: HIGHSCORE VIEW SCREEN)

## V. INITIAL STORY- BOARD



(Image6: INITIAL STORY-BOARD )

## VI. APPROVED STORY-BOARD



VII. APPLICATION FLOW

