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The landing page/home screen is near its final form for this presentation. All the assets are placed and scaled to (relatively) their final locations. The ability to switch scenes based on which button is pressed is now working, though the program currently opens to the landing page instead of the login/account creation screen like it will in the final version. The different planets which each represent a math standard are currently set as navigable buttons, though the scenes for them have yet to be created. The architecture for any scenes to be added to the project is set up, which should cut down considerably on the production time for each feature from here on out.

For the practice exam and practice question, we demonstrated an interactive multiple choice question/exam that was inclusive of our theme and background. We included a randomization of different standards for the questions and each time the program runs, a different question is presented to the user. In our code, we also have Webview integrated but the videos were not running with the program which is something that will be prioritized in optimizing our prototype.

For the login screen, we demonstrated how users will be able to login by inputting their username and password into the two textfields that utilizes our theme and background. We also captured how the login button of the login screen, when pushed, will write and save the information provided to a file on the computer, but explained how it would instead use the information inputted to go through a database of user information and search for the matching information before logging in a user to the home page. We had also noted how when there is an error, the text fields will display an error message that requires a user to input a username and password that won’t cause the error, talking about how in order for the login information to be saved and written to a file both the username and the password must be at least 8 characters long.

For the final results screen, we will be demonstrating what it will look like as well as displaying the animation that goes alongside it. We have worked on creating a simple animation to get an image of an astronaut to slide onto the screen from offscreen using simple keyframe commands.We will have to experiment with the scaling and positioning of things in order to make it look visually appealing.