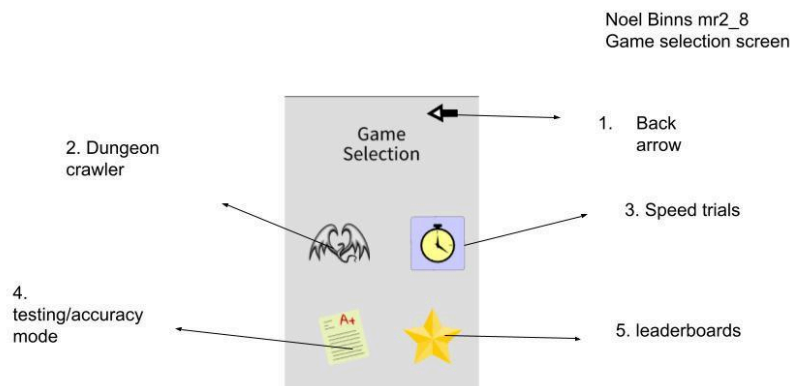


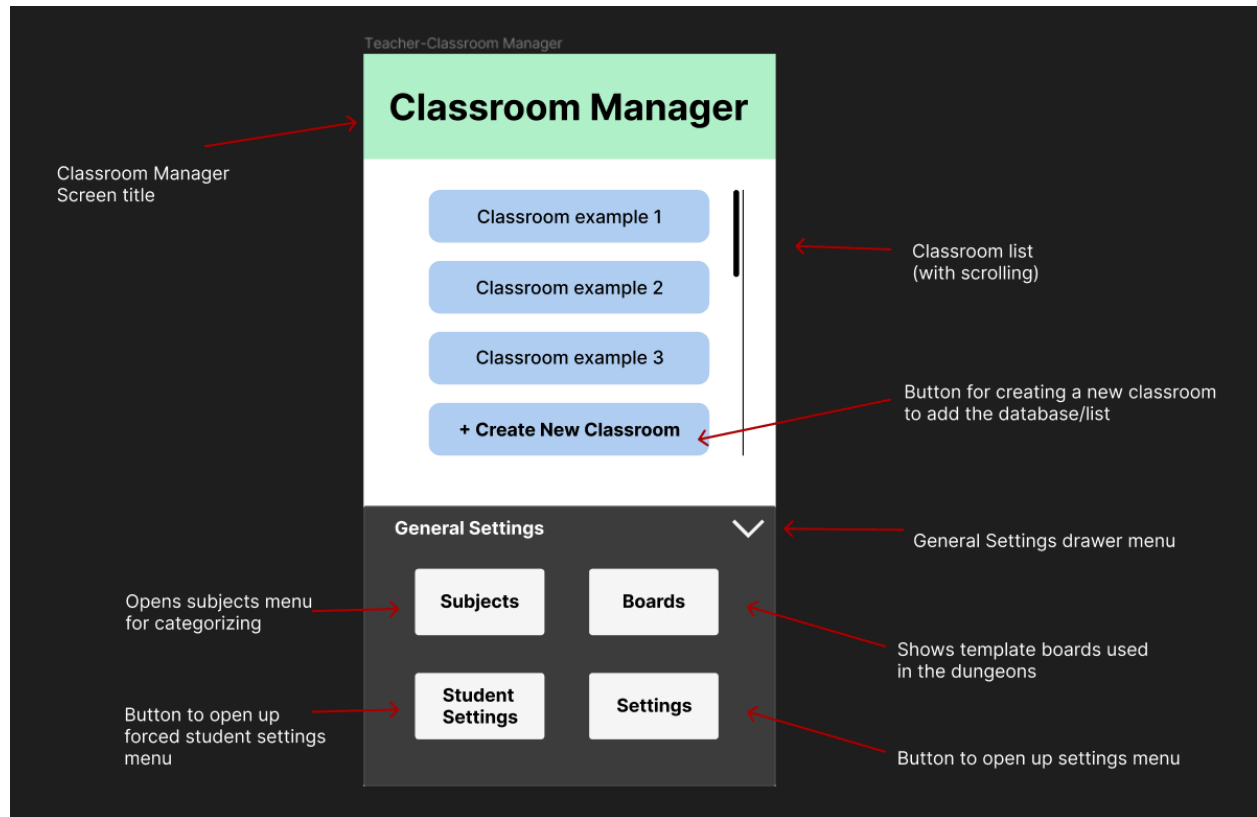
This is the main screen, the screen that opens up when you open up the QuizQuest app. On the main screen there are 5 button options that the user can click and navigate through the app.

(1) is the login or signup button, which will be required for basically any other buttons to become functional. (2) is the game screen button which will open up a new menu with multiple game options to choose from for users (mostly students). (3) is the connect to class button, in which a student will input a teacher's class code and then be able to see that teachers database of flashcards, such as math class with the math teacher and science flashcards with the physics teacher. (4) is the moderator and teacher controls, a menu only accessible with a teacher or moderator account. This is where the flashcards can be edited, the teacher can see the student participation, grade, leaderboard and so on. (5) this is general settings such as volume, username, password change, email change, about information section, etc.



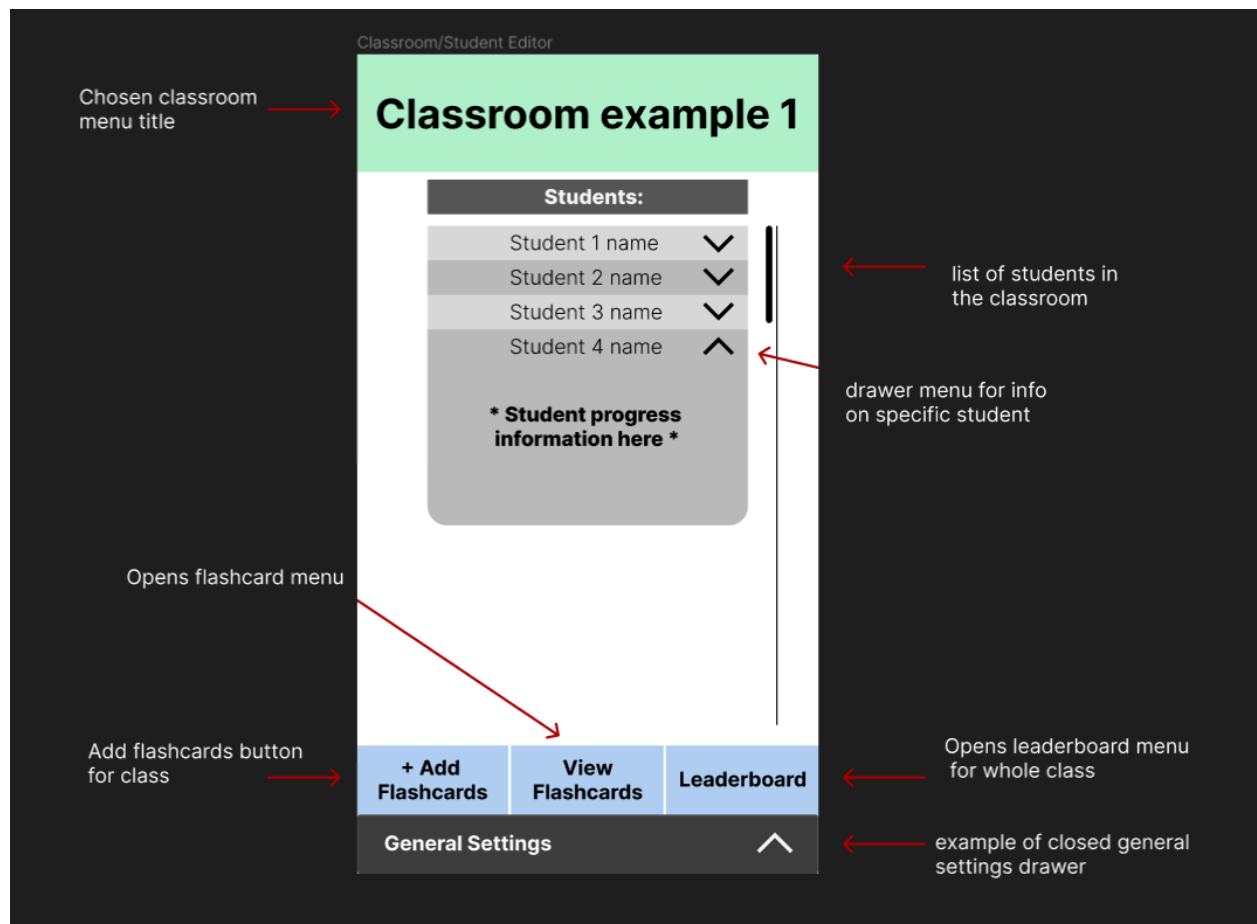
The game selection screen of QuizQuest is vital because at its core this is a game for students to play and learn. This screen is a result of clicking the game selection button on the main menu screen and is only accessible to logged in users. The user may select from 3 gamemodes to enhance their learning, or they can check the leaderboards to see how they compare to other students in a competition.

- (1) This back arrow simply takes you back to the main menu screen. (2) dungeon crawler is the main gamemode of QuizQuest, where users answer questions and flashcards assigned by the teachers in order to progress through a dungeon style game and level up. (3) speed trials is a gamemode where students race through a certain number of flashcards, trying to get them correct as fast as they can. (4) testing/accuracy mode is a gamemode in which students go through a set number of flashcards in a test/exam like fashion, seeing their grade at the end and trying to get the highest score possible. Could be used as a real test taking area, or for student free practice (TBD). (5) Leaderboards section is a place for students to compare their scores to their peers on the different gamemodes. Can be turned off by instructors to hide students scores from other students, while teacher will always be able to see leaderboards.



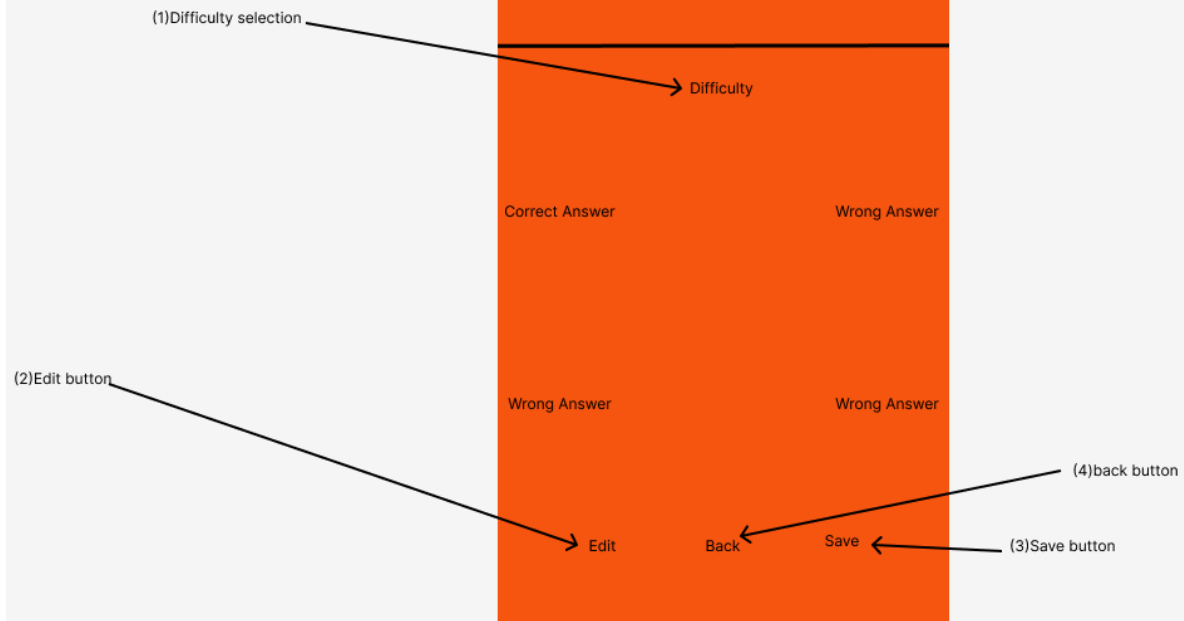
Menu only accessible to teachers managing classrooms. Essentially the main menu for use in a Teacher user context.

Dalton Clark MR2_8

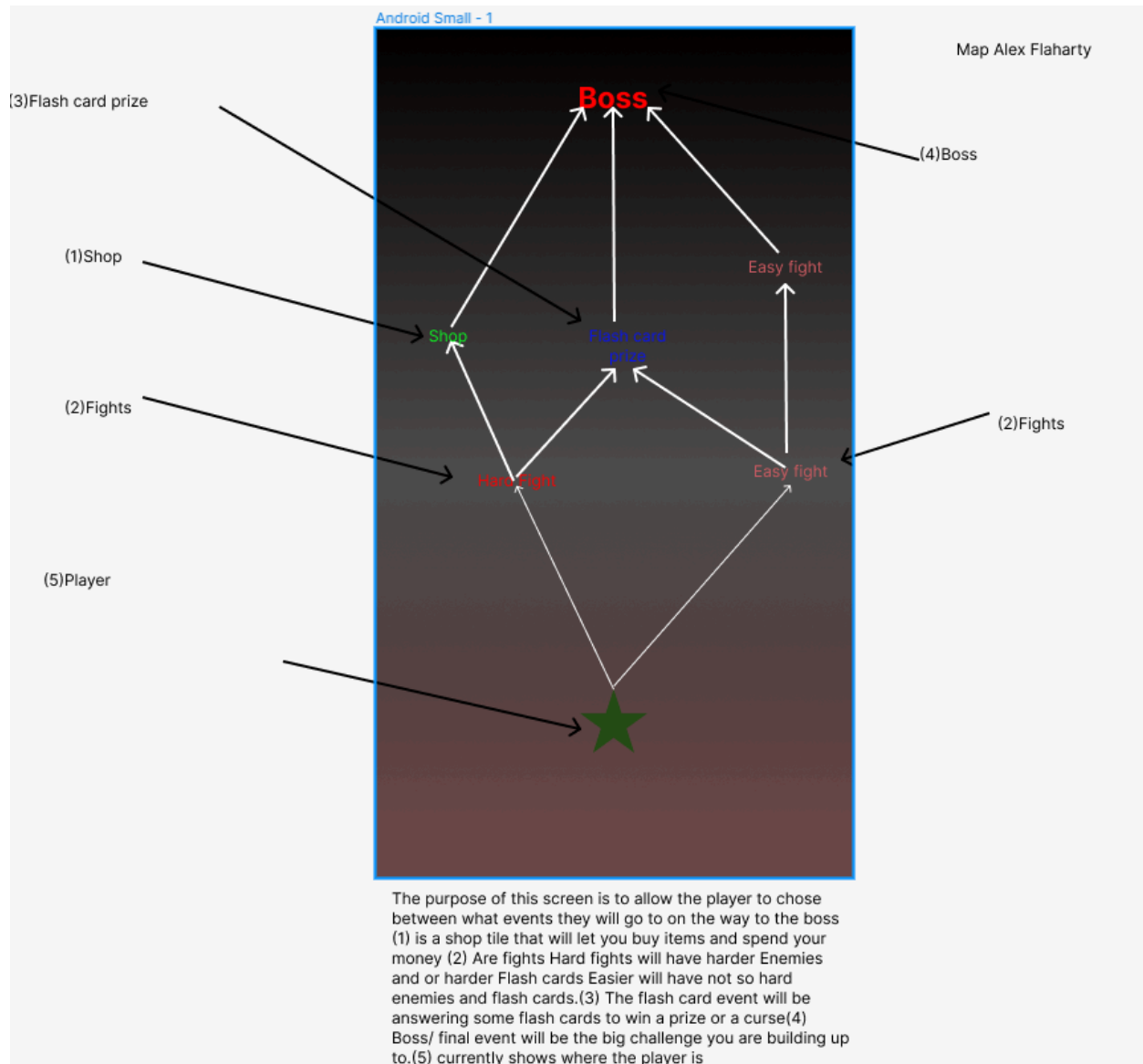


Another teacher only menu resulting from clicking on a classroom on the previous screen to see more information about it.

Dalton Clark MR2_8



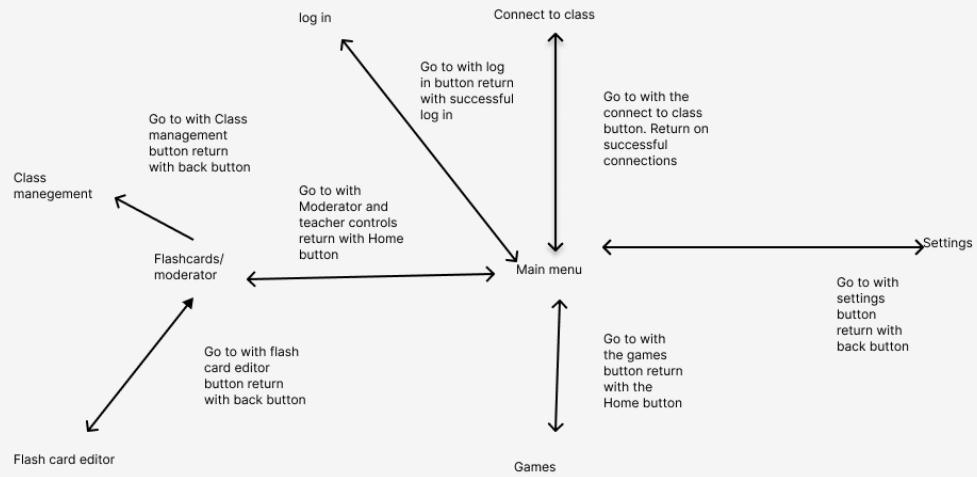
The purpose of this screen is for the teachers or the students to be able to make the flash cards used in the games. 1 is a Drop down to select the different types of difficulty so you can make hard questions for bosses rare loot etc. 2 Allows you to change text and switch between question types ie Select all right, multiple choice. 3 Sends the new flash card to the database and resets the statistics 4 sends you back to the main menu

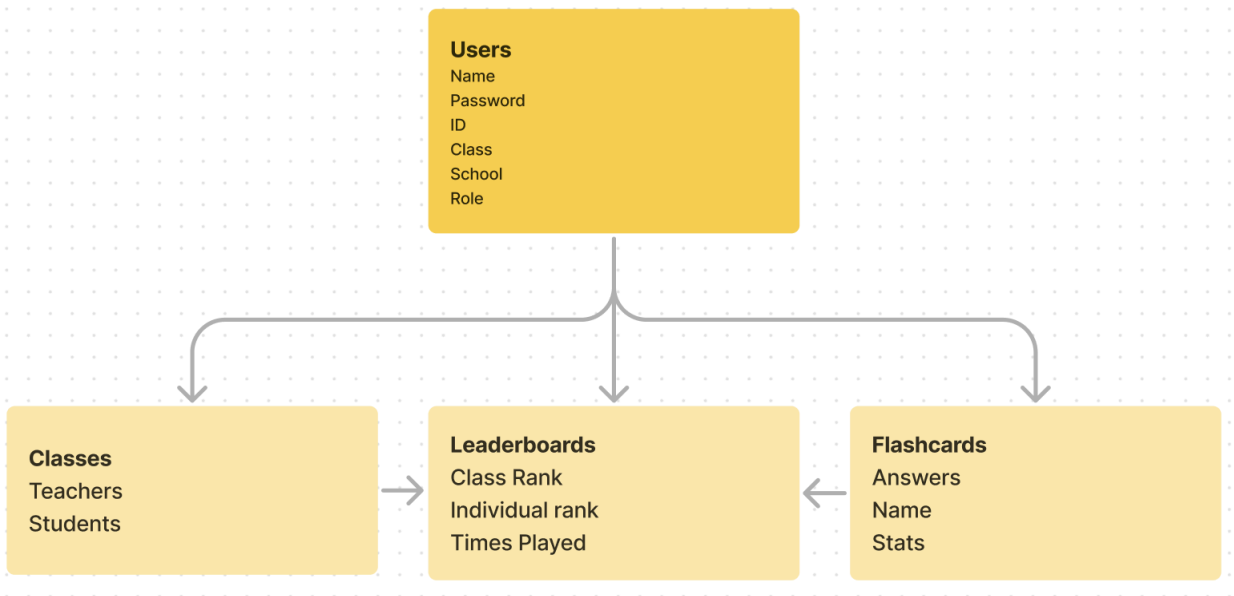


For the flowchart should it be

- Main menu
 - Flash cards/Moderator
 - Flash card editor
 - Class management
 - Admin
 - Games
 - Maps
 - Leader board
 - Speedtrial
 - Testing
 - Connect to class
 - login

- Settings
 - [Edit flow](#)





Kush Pamnani

This page focuses on the table relationship. We have different categories that we want to focus on in the game, and this highlights the relationship between these categories.

Student

Information

Name: Student 1

School: Iowa State

Class Rank: 11

Stats: Student Stats

Times Played: 4

Kush Pamnani

This sketch focuses on the student information screen. This will display all the information for the student that we need. We will have multiple student profiles playing this game, and each student will have their information displayed like this screen. This should help the players review their information, statistics, and what they need to focus on more; it will help them keep track of their performance which shall help them.