# Study With Friends

By Alex Pensavalle, Sharif Younes, and Max Bucci

For our Mobile Computing Project, our group worked on an app we call “Study With Friends.” Users can log in and create quizzes, take quizzes, and see statistics for quizzes they have already taken. Although we had several other ideas for apps, in the end we felt that this one was best idea for several reasons.

First, a “Study With Friends” App is something that could be useful for any student (from middle school through college), and we believe that the idea has the potential to become something widely used in the iOS market. With so many people using their phones for productivity-related activities nowadays, we feel that being able to study for academic courses/tests/etc. could be very useful and easy to implement in a mobile-based/handheld environment. We could also see our app being integrated with a system like Blackboard, which would allow professors and teachers to get involved in making quizzes for their students and monitor their progress.

Second, we didn’t want to pick a project that we would run out of ideas for and we also didn’t want to pick a project that wasn’t capable of being completed. We decided on the Study With Friends idea was because it’s a project that can always be improved on. Given our team of three students, our idea was ambitious enough that there would always be ways to add different aspects of functionality to the program. Whenever we completed an aspect of the program, there was always something else we could do to make it better. But this choice also allowed us to create a working, self-contained finished product by the end of the semester.

The premise of the app is simple. Users can:

* Create a New Account
* Login
* Play Quiz Games
  + Games organized according to course/subject
* Check Statistics/Results
  + See progress in certain subject areas over time using graphs and tables
* Create Quiz Games
  + Using a widget within the app, user can create quizzes for themselves to play

There are still several ideas we may implement in the future. As stated briefly above, we think that an app like Study With Friends would fit really nicely into a system like Blackboard. For example, a Math 181 professor could create and send out a quiz to his/her students every week for them to take using the app, and it could even possibly count for a grade. While we think this idea is a good one, we were not able to implement it by the time the project was due. We also could go in entirely different direction with the app, and instead of making it solely an academic app we could turn it into a social-based app. Students could challenge each other by creating difficult quizzes and doing well on other user’s quizzes as a way of social network competition. Some sort of incentive could be used to keep player involved, perhaps using a method similar to that used by Yahoo Answers or Stack Overflow (a point based rank system, essentially).

Overall, we learned a great deal over the course of this project with regards to using Xcode/Objective-C: working with different view controllers, views, objects, animations, etc.

We also learned a considerable amount about the app creation/development process. Early on in the process, we were most surprised by how long it took to go from having an idea for an app, to actually having a model in place by which we could start coding it. It took a considerable amount of planning and discussion over how the app should work and what it should do before we ever wrote a line of code. Next, we learned a lot about making a good user interface. For each part of the app, we had to anticipate what users might want to do and how we wanted the app to respond. Finally, we also learned how to split up a project of such large magnitude (at least, larger than were accustomed to) into doable tasks that could be shared among group members.