

## **REVU FLASHCARDS MOBILE APPLICATION**



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## **Introduction**

Mobile learning applications have become vital instruments for enabling flexible and self-paced education in the era of digital transformation. Digital flashcards are one of these technologies that has become quite popular because of its ease of use, versatility, and demonstrated potential to enhance memory recall and retention (Nakao et al., 2020). By combining this instructional approach with gamification components—more especially, a virtual pet system—the Revu Flashcards App initiative seeks to boost student motivation and engagement.

Students may make, arrange, and study flashcards whenever it's convenient for them without relying on the internet through this application's offline functionality on mobile devices. Combining this approach with a gamified pet development mechanism, the app offers users emotional and practical incentives to keep up regular study routines.

## **Project Description**

The Revu Flashcards App is a mobile-based educational tool developed to enhance student learning through digital flashcards combined with gamification features. In order to facilitate efficient self-study and enhance memory retention, the project aims to provide a completely offline, intuitive, and entertaining platform where users may make, arrange, and review customized flashcards.

At its core, the system allows users to create two-sided flashcards (question on the front, answer on the back), and organize them into customizable decks. Users can add, edit, delete, and rearrange flashcards within these decks, as well as search for specific decks by name for quick access. This flexibility allows students to tailor the app to their unique study needs across various subjects.

The app adds a virtual pet system to boost user motivation. Users receive "treats" that feed and develop a virtual pet through five growth stages as they go over flashcards. The pet changes to a different species (dog, cat, penguin, or panda) after it has fully evolved, keeping

users interested and providing an entertaining incentive structure that promotes consistent use. By using this gamification technique, learning becomes more engaging and fulfilling.

Designed exclusively for offline use on single-user devices (smartphones or tablets), the Revu Flashcards App ensures data privacy and accessibility without the need for internet connectivity. All user data, including flashcards, decks, progress stats, and pet evolution, is stored locally on the device.

Users can expect the following features from the system:

- Creation and management of multiple flashcard decks
- Intuitive and responsive flashcard study interface
- Reward-based motivation
- Offline functionality with no need for user accounts or logins
- Simple, clean UI optimized for mobile use

## **Statement of the Problem**

Many students today struggle to keep track of their study materials and develop consistent review habits, which negatively impacts learning outcomes and memory retention. Research shows that irregular study patterns and the absence of structured review contribute to poor long-term recall and academic performance (Cepeda et al., 2006). Additionally, many existing educational applications are less effective and engaging, particularly for individual learners in offline environments, as they often require constant internet connectivity, feature overly complex interfaces, or lack motivational elements that promote sustained use. These limitations reduce accessibility and discourage users from maintaining regular study routines, especially in contexts where internet access is limited or inconsistent (Nakao et al., 2020).

The project team suggests creating the Revu Flashcards App, a mobile application that enables users to make, manage, and review personalized flashcards entirely offline, in order to close this operational gap. As a gamified incentive system, the software uses a virtual pet system to entice users to engage with it and study on a regular basis. Along with contributing to

increasing motivation and engagement, this method offers a workable and effective way to support self-paced learning in both academic and non-academic settings.

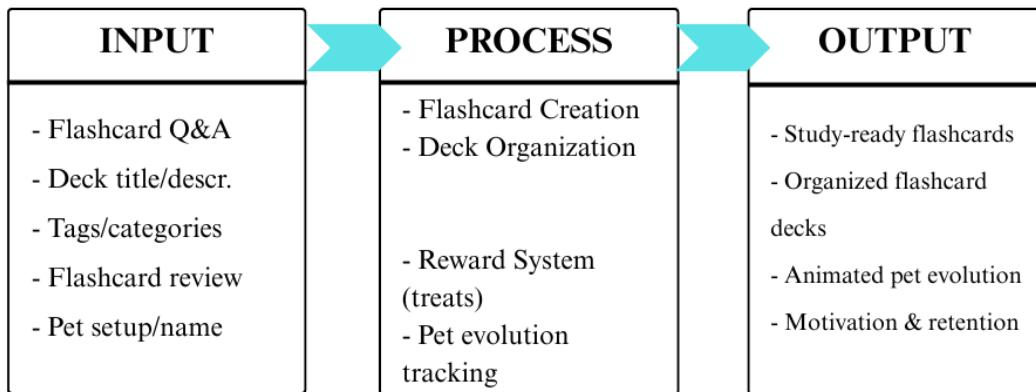
## **Project Objectives**

The goal of this project is to create a user-friendly smartphone application that lets students effectively make, organize, and review digital flashcards in a gamified setting with a virtual pet. The program provides a customized, completely offline learning experience with the goal of improving memory retention and increasing student motivation.

Furthermore, it seeks to:

- enable users to make, modify, and arrange two-sided flashcards in the form of questions and answers into decks that they may customize;
- put in place a deck-based organizational system that allows flashcards to be sorted, categorized, and name-searched for quick access;
- boost study motivation with a virtual pet feature that uses "treats" as rewards and changes according to user progress and review activity;
- guarantee that the program runs completely offline, allowing users to use it without the need for internet connectivity;
- create the application with speed, simplicity, and convenience of use in mind for single-user access on mobile or tablet devices; and
- provide a self-paced, distraction-free study aid that encourages active memory and cognitive engagement, therefore supporting digital learning.

## Project Conceptual Framework



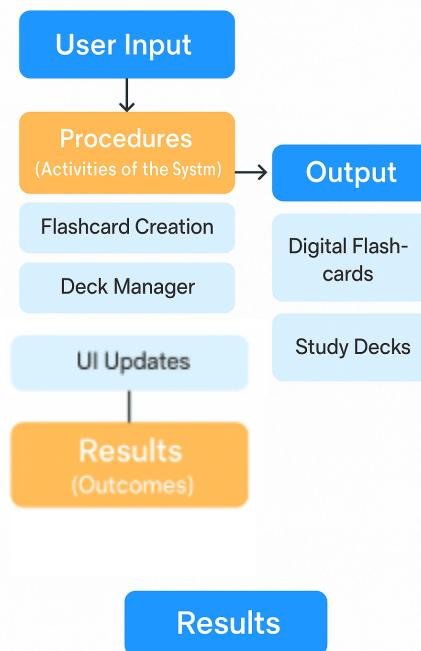
**Figure 1.** Input-Process-Output (IPO) Framework

Figure 1 shows the Revu Flashcards App's conceptual framework, which describes how methodical procedures convert user activities into worthwhile educational experiences.

Users create two-sided flashcards during the input phase by adding questions and answers, classifying them into decks, and labeling them appropriately. A key component of the app's gamification feature is the ability for users to customize and engage with a virtual pet. Additionally, the system keeps track of study sessions and gives out "treats" according to user behavior, which propels the virtual pet's development.

The output concludes with well-structured flashcard decks that are prepared for evaluation and a dynamic user interface that shows the development of the pet. Better memory retention, enhanced learning efficiency due to well-organized content, and higher user motivation due to interactive and rewarding app features are all quantifiable outcomes of this framework. Furthermore, the framework facilitates scalability, which enables it to grow with the user base and content requirements over time.

## System Framework



**Figure 2.** System Framework

### 1. User Input

- 1.1 Making Flashcards: Users supply questions, answers, and tags to create flashcards.
- 1.2 Deck Sorting: Users organize flashcards into decks and categories.

### 2. Procedures

- 2.1 Flashcard Creation: User input is transformed into digital flashcards by the program.
- 2.2 Deck Manager: Assembles flashcards into custom decks to support learning, such as about microsystems.
- 2.3 UI Updates: Reflects user changes by updating the app's user interface.

### 3. Deliverable Outputs

- 3.1 Digital Flashcards: Each flashcard contains user-supplied questions and answers.
- 3.2 Study Decks: Bundled sets of flashcards organized for efficient studying.

#### *4. Results*

4.1 Enhanced Learning Efficiency: Flashcard scheduling and organization support more effective studying.

4.2 Improved Memory Retention

4.3 User Engagement: Interactive elements increase user motivation and involvement.

4.4 Scalable: The system is capable of supporting more users and larger volumes of flashcards.

## **Project Scope**

With the addition of a gamified virtual pet system to improve motivation and retention, the Revu Flashcards App seeks to provide learners an entertaining and intuitive digital platform for creating, managing, and reviewing personalized flashcards.

The Input-Process-Output (IPO) structure used in this project's design clearly outlines the range of features and coverage.

### *1. Input Scope*

- Multiple flashcard decks with distinct names can be created by users.
- Flashcards with both front and back sides may be added to any deck.
- Within each deck, users have the ability to rearrange, modify, and remove cards.
- For convenience, users can look up decks by name.
- The technology allows users to interact with and name their virtual pet.

### *2. Process Scope*

- The software tracks user interaction and offers rudimentary flashcard review features.
- Every time a user completes a flashcard session, they get "treats."
- After the pet has fully evolved, the program uses the remaining invisible pet kinds to alter its type and returns it to the egg stage.
- The system computes and updates automatically:

- The total quantity of snacks received;
- The stage of development of the pet (from stage 1 to 5); and
- After complete evolution, the kind of pet (dog, cat, penguin, or panda).

### *3. Output Scope*

- Display of flashcards and decks in order.
- Review outcomes and earnings are shown.
- Real-time visual updates on the pet's development according to its advancement.

### *4. Platform Scope*

- The application is designed to be used on a single device, such as a tablet or smartphone, and is offline only.
- Without support for multiple users or account switching, it is intended for single-user use.

## **Project Boundaries**

### *Inclusions:*

- Users can create, edit, and organize multiple flashcard decks.
- Users can create two-sided flashcards (front and back).
- Basic flashcard review functionality is provided.
- Users can search for specific decks by name.
- Virtual pet systems motivate users through care and interaction.
- Users earn treats by reviewing flashcards.
- Pet evolves through 5 stages based on treat accumulation.
- Different pet types (dog, cat, penguin, panda) available.
- After full evolution, the pet resets to egg stage with a new type.

### *Exclusions:*

- No support for images, audio, or video on flashcards.
- No advanced spaced repetition algorithm is implemented.

- No rich text formatting or card styling features.
- No import/export feature for decks.
- The app is offline-only and designed for use on a single device.
- Only supports single-user usage—no profile switching or multi-user support.
- No integrations with external learning platforms or services.

## **Significance of the Project**

The Revu Flashcards App project holds significant value in the realm of digital education and self-paced learning. As education continues to evolve with the integration of technology, tools that enhance memory retention, foster active recall, and support personalized learning become increasingly vital. This application directly addresses the need for a simple yet effective digital flashcard tool that enables learners to study and review material efficiently anytime and anywhere.

By allowing users to create custom flashcards and review them on a regular basis, the app supports individualized learning experiences that adapt to each learner's pace and style.

The project is a useful case study for developers and students alike since it also demonstrates a real-world application of contemporary web and mobile development technology. It shows how state management, local storage, and component-based design are used in a practical setting. Both end users and contributors who want to expand the app's capabilities or use it as a basis for further educational tools can benefit from its open-source nature, ease of use, and simplicity.

All things considered, this project advances the more general objective of increasing learning effectiveness through technology, providing both educators and developers with useful instructional resources.

## Project Screen Design



Figure 3. Add Card Details Feature

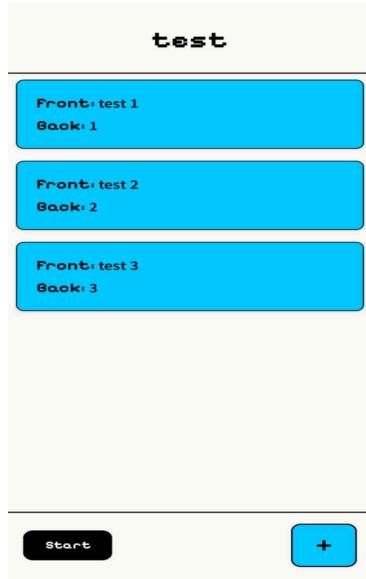


Figure 4. Add Card Feature

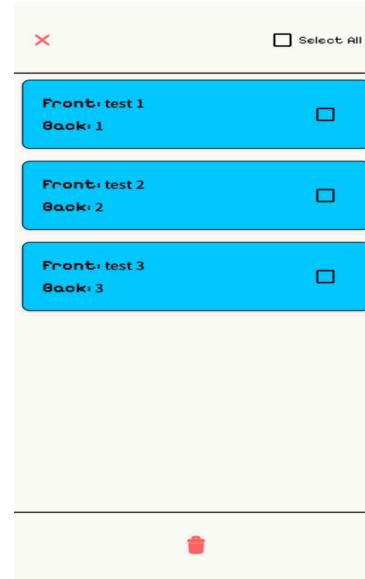


Figure 5. Delete Card Feature

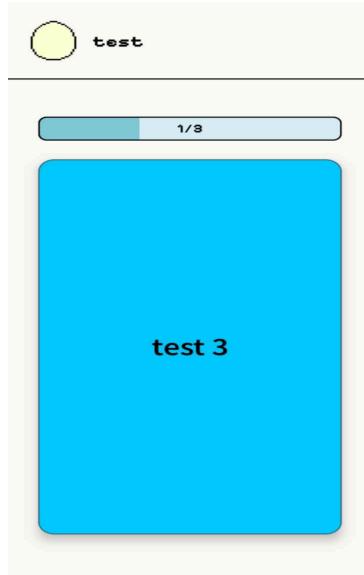


Figure 6. Front of the Card

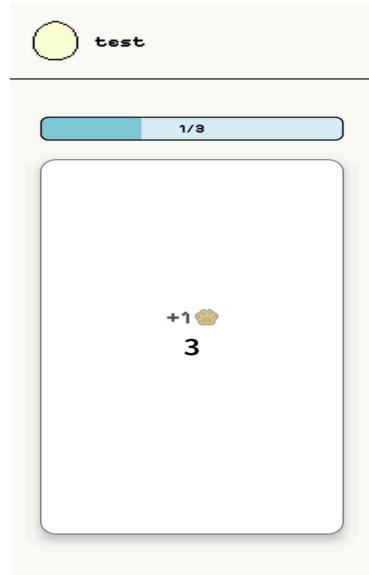
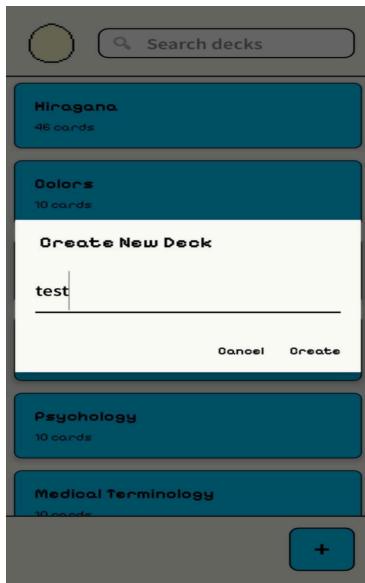


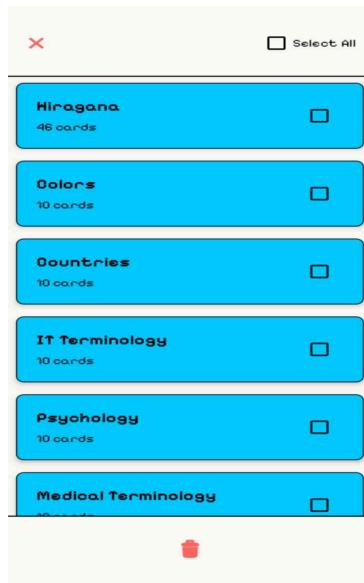
Figure 7. Back of the Card

The necessary tools for creating, editing, and interacting with study cards are available to users through the flashcard management interface. As seen in figure 3, users can enter a prompt or question in the front text field and the corresponding response in the rear text field. While the delete card button in figure 5 enables users to permanently eliminate any unwanted

cards, the store button in figure 4 allows users to store their flashcards to a selected deck. Swiping the screen allows users to quickly flip between the front and back of the flashcard. The system has review progress feedback, which uses progress bars or other visual indicators to show how many cards have been examined in order to improve study monitoring.



**Figure 8.** Create New Deck Feature



**Figure 9.** Delete Deck Feature



**Figure 10.** Add New Deck Feature

Users may effectively arrange their learning materials with the deck management interface. By providing a name in the deck title input field shown in figure 8, and confirming the action with the add new deck button in figure 10, users may generate a new collection of study cards. The delete deck button in figure 9 may be used to eliminate unnecessary decks from the workspace to keep it clutter-free. Users may quickly identify and manage their collections by seeing all produced decks in an organized deck view, which clearly identifies each deck along with its title and the amount of cards it includes.

Furthermore, users may easily find particular study materials with the help of the search tool in figure 10. Flashcard collections may be accessed more quickly and are better organized through the search box, which allows users to instantly discover decks by entering their titles.

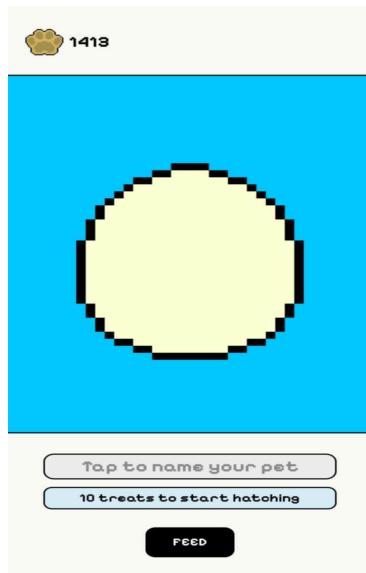


Figure 11. Pet Feature

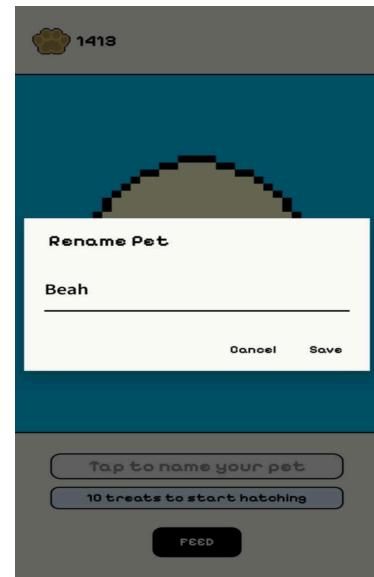


Figure 12. Rename the Pet Feature

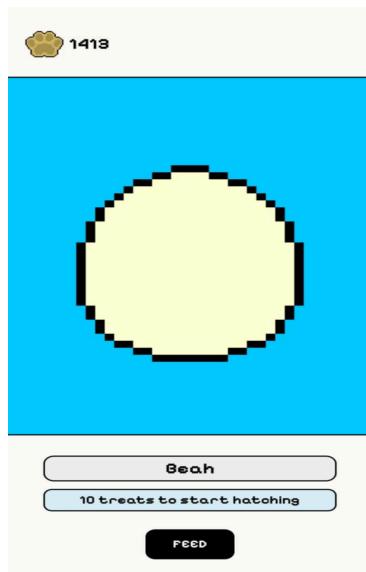


Figure 13. Hatching Progress Bar at the Bottom

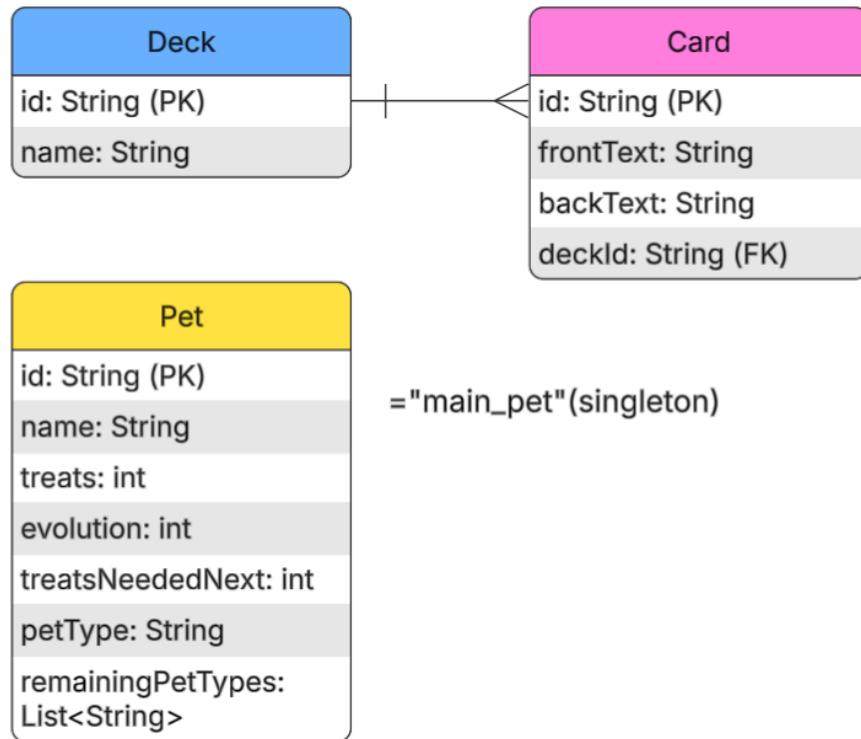


Figure 14. Pet Evolution Visuals

Gamified components are used in the virtual pet interaction screen to increase user interest. Users may give their pet a name to make it more unique by using the name input area, which is seen in figure 12. The pet's present shape, evolution stage, and visual changes as progress is achieved are dynamically displayed in the pet evolution graphics in figure 14. Furthermore, the rewards system and treat counter are updated in real-time, showing the quantity

of treats obtained following each review session or finished flashcard in figure 13, which reinforces ongoing study habits by providing visual rewards.

## Project Database Design



*Figure 15. Entity-Relationship Diagram for Revu Flashcards Application*

Deck Table		
Name	Data Type	Definition
id	String	Primary key, UUID generated
name	String	User-defined name of the deck

*Table 1. Deck Table – Fields and Descriptions*

Card Table		
Name	Data Type	Definition
id	String	Primary key, UUID generated
frontText	String	Content displayed on the front of the flashcard
backText	String	Content displayed on the back of the flashcard
deckId	String	Foreign key referencing Deck id

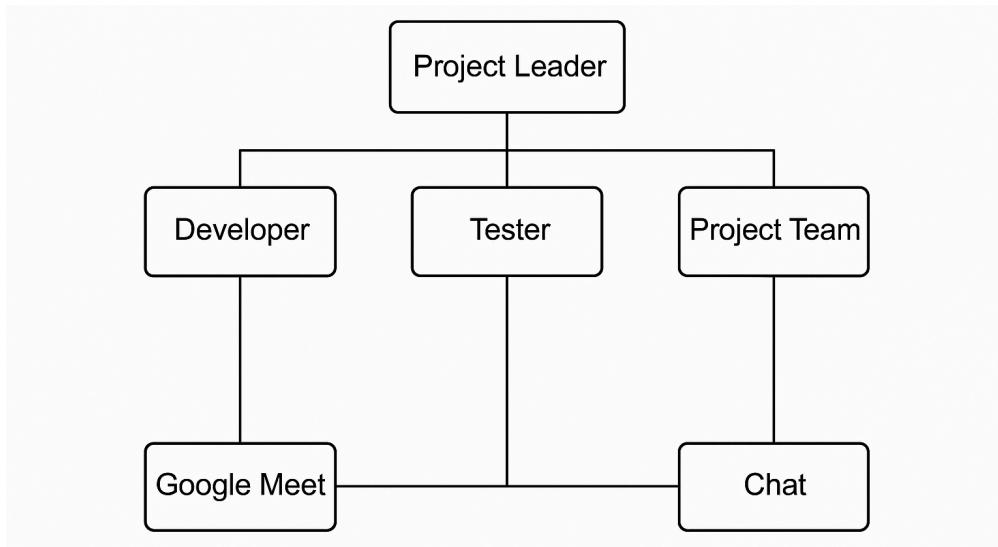
*Table 2. Card Table – Fields and Descriptions*

Pet Table		
Name	Data Type	Definition
id	String	Primary key, always "main_pet" (singleton pattern)
name	String	User-defined pet name
treats	int	Current number of treats collected from reviews
evolution	int	Current evolution stage (1-5)
treatsNeededForNextEvolution	int	Treats required to reach next stage
petType	String	Type of pet (dog/cat/penguin/panda), determined at evolution 3

remainingPetTypes	List<String>	Serialized list of pet types not yet seen
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*Table 3. Pet Table – Fields and Descriptions*

## Project Network and Communication Framework



*Figure 16. Project Network and Communication Framework*

The project team's essential functions and the tools utilized throughout project development are depicted in the above figure.

The Revu Flashcards App's effective development and deployment depend on the major responsibilities that make up the project team. The project manager is in charge of managing the team's communication and supervising the overall timeline. To guarantee responsive and functional performance, the lead developer manages the application's core development, which includes front-end and back-end integration. The UI/UX designer prioritizes accessibility and usability while concentrating on producing an aesthetically pleasing and intuitive interface. Finally, the tester is essential in finding errors, confirming that features work as planned, and making sure the finished product satisfies all criteria.

To ensure effective and timely communication, the team utilizes multiple platforms, including Facebook Messenger for quick daily updates and real-time collaboration and Google Meet for scheduled virtual meetings and sprint planning discussions.

## Project Quality Checklist

Functional Quality		
Criteria	Status	Remarks
Flashcard creation (front/back content)	✓	Works as intended
Deck management (create/edit/delete)	✓	Fully implemented
Tagging and categorization	✓	Basic tagging included
Spaced repetition review functionality	✓	Basic logic integrated
Virtual pet system	✓	Pet evolves with treat accumulation
Review progress tracking	✗	Stats and scores are not displayed
Deck search by name	✓	Responsive search field included
Pet reset after full evolution	✓	Resets and assigns new pet type

*Table 4. Functional Quality Checklist*

UI/UX Design Quality		
Criteria	Status	Remarks
User interface is intuitive	✓	Simple layout; easy to navigate
Flashcard interaction is responsive	✓	Flip and review actions work smoothly
Visual feedback on progress/pet stats	✓	Real-time UI updates implemented
Mobile screen responsiveness	✓	Tested on various screen sizes
Accessibility considerations	✗	No text-to-speech or contrast modes

*Table 5. UI/UX Design Quality Checklist*

Performance and Reliability		
Criteria	Status	Remarks
App loads without crashes	✓	No major bugs during normal usage
Flashcards save and load properly	✓	Data stored locally (offline functionality)
Smooth transitions between screens	✓	Minimal lag
Review data is saved accurately	✓	Treats persist between sessions

*Table 6. Performance and Reliability Quality Checklist*

Data and Security		
Criteria	Status	Remarks
Data stored securely (local only)	✓	Stored in local storage or internal DB
No personal data required	✓	Privacy-friendly, no user account system
App does not require internet access	✓	Fully functional offline
Sensitive actions have confirmation prompts	✗	Delete deck/card needs confirmation popup

*Table 7. Data and Security Quality Checklist*

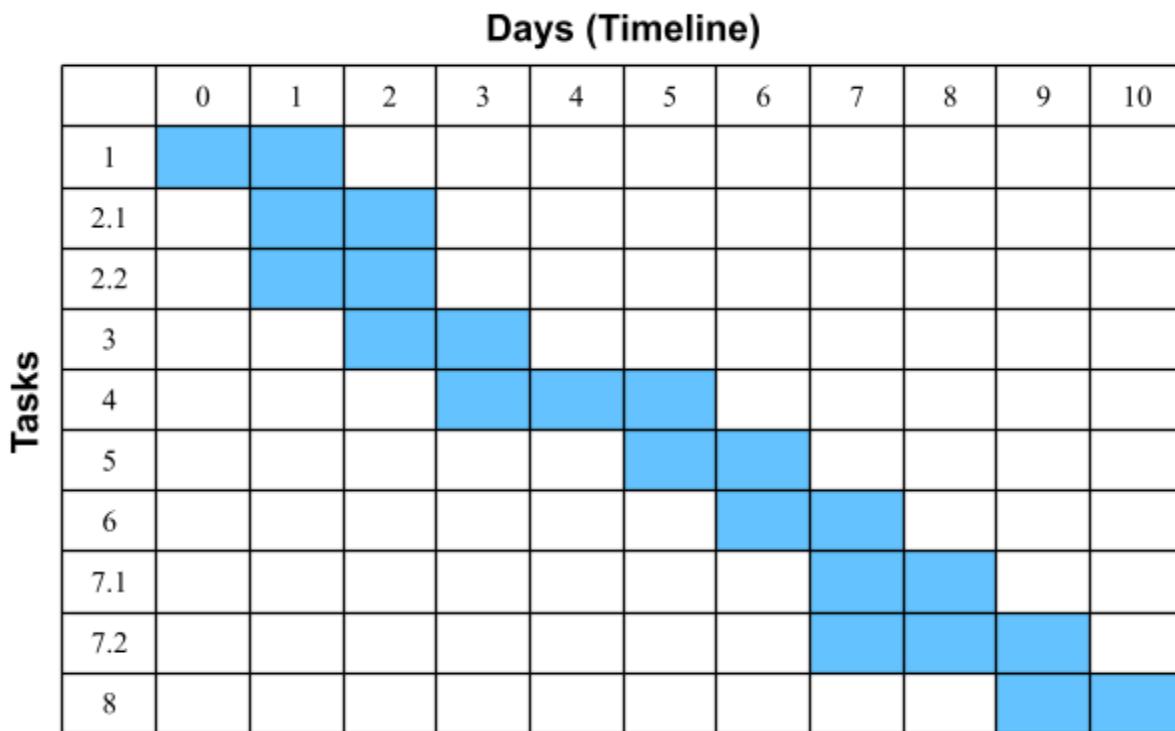
## Project Work Breakdown Schedule

Revu Flashcards App			
Task Number	Task	Task Owner	Duration
1	Project planning	All	1 day
2 UI/UX design			
2.1	Wireframe	Jully/Beah	1 day
2.2	Pet design and animation	Louis	1 day
3	Frontend development	Sam	1 day

4	Backend development	Louis	2 days
5	Functional Testing	Jully/Beah	1 day
6	Buffer/Review	Louis/Sam	1 day
7 Finalization			
7.1	Package app	Louis	1 day
7.2	Documentation	All	2 days
8	App Release	Louis/Sam	1 day

*Table 8. Work Breakdown Schedule*

## Project Gantt Chart



*Table 9. Project Gantt Chart*

## Project PERT & CPM

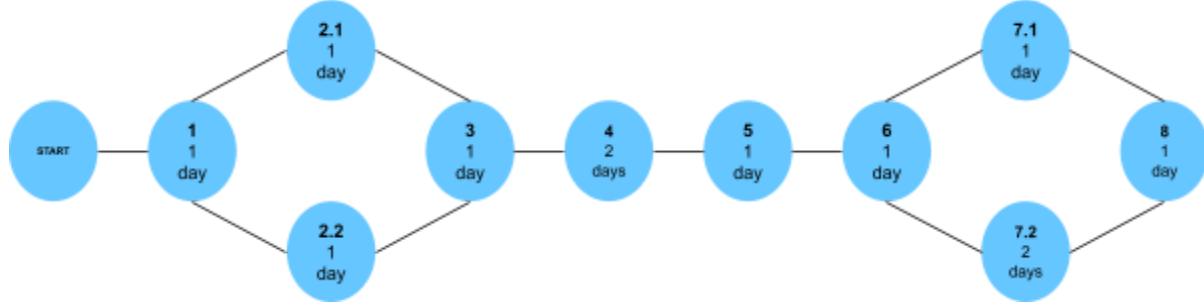


Figure 17. Program Evaluation Review Technique

Path A:

Start → 1 → 2.1 → 3 → 4 → 5 → 6 → 7.1 → 8

$$1 + 1 + 1 + 2 + 1 + 1 + 1 + 1 = 9$$

Path B:

Start → 1 → 2.2 → 3 → 4 → 5 → 6 → 7.1 → 8

$$1 + 1 + 1 + 2 + 1 + 1 + 1 + 1 = 9$$

Path C:

Start → 1 → 2.1 → 3 → 4 → 5 → 6 → 7.2 → 8

$$1 + 1 + 1 + 2 + 1 + 1 + 2 + 1 = 10 \text{ (Critical)}$$

Path D:

Start → 1 → 2.2 → 3 → 4 → 5 → 6 → 7.2 → 8

$$1 + 1 + 1 + 2 + 1 + 1 + 2 + 1 = 10 \text{ (Critical)}$$

Path C and Path D are critical paths

## Project Cost and Benefits Analysis

*Assumptions:*

- The application will be sold on the Google Play Store at a one-time purchase price of ₦100.
- The app will not include advertisements or subscription models.
- Initial user base is projected to be 200 paying users, with a 30% growth rate per year.
- The Google Play Developer account fee is a one-time payment of ₦1,500.
- Marketing and miscellaneous costs such as promotional materials or social media boosts are estimated at ₦2,000 per year.
- As this was a self-developed project, development and design incurred no cost, and no third-party paid tools or libraries were used.

Revenue Forecast (₦100 payment per user)		
Year	Expected Users	Total Revenue
1	200	₦20,000
3	260	₦26,000
3	338	₦33,800
4	439	₦43,900
5	571	₦57,100
<b>Total</b>	<b>1,808</b>	<b>₦180,800</b>

*Table 10. Revenue Forecast*

Projected Expenses						
Cost Item	Year 1	Year 2	Year 3	Year 4	Year 5	Total
Google Play Developer Fee	₦1,500	-	-	-	-	₦1,500
Marketing	₦2,000	₦2,000	₦2,000	₦2,000	₦2,000	₦10,000

and Promotions						
<b>Total Annual Cost</b>	<b>₱3,500</b>	<b>₱2,000</b>	<b>₱2,000</b>	<b>₱2,000</b>	<b>₱2,000</b>	<b>₱11,500</b>

*Table 11. Projected Expenses*

$$ROI = [(Total\ Revenue - Total\ Cost) / Total\ Cost] \times 100$$

$$ROI = [(₱180,800 - ₱11,500) / ₱11,500] \times 100 = 1,472.17\%$$

*Conclusion:*

- Over a five-year period, the total revenue is projected at ₱180,800 with total costs of only ₱11,500, resulting in a net profit of ₱169,300.
- The calculated **ROI of 1,472.17%** indicates **high profitability** and minimal financial risk.
- Because the development incurred no cost and the app requires no subscriptions or server hosting, this model is highly sustainable and scalable with modest marketing efforts.
- If user growth continues beyond the projected rate, or additional features such as pet skin packs are introduced, the app's revenue potential could increase even further.

## Project Communication Management

Communication Objectives:

- Make certain that accurate, up-to-date, and relevant data is sent to all project stakeholders.
- Encourage productive teamwork among members.
- Update all participants on the status and problems of the project.
- Minimize misconceptions and avoid project delays brought on by poor communication.

<b>Stakeholder</b>	<b>Information Needed</b>	<b>Frequency</b>	<b>Medium</b>	<b>Responsible</b>
Project Team	Task assignments, technical updates	Weekly	Chat, Google Meet, In-Person Meetings	Project Leader
Tester	Features to test, bugs to report	Weekly	Chat, Google Meet, In-Person Meetings	Developer, Project Leader

*Table 12. Stakeholder Communication Requirements*

This communication strategy makes use of personal interactions, easily accessible resources, and frequent feedback to guarantee that the project team remains organized, effective, and productive. It is designed for an educational setting where students benefit from physical presence and use digital technologies to support remote collaboration and documentation.

## Project Risk Management

The table below identifies key risks that may arise during the development, testing, and deployment phases of the project, along with their impact, likelihood, mitigation strategies, and responsible persons.

<b>Risk ID</b>	<b>Risk Description</b>	<b>Impact</b>	<b>Likelihood</b>	<b>Mitigation Strategy</b>	<b>Responsible</b>
R1	Incomplete or delayed UI/UX	Medium	Medium	Assign deadlines and checkpoints	UI/UX Designer (Jully, Beah)

	design			for each design task; regular progress check-ins	
R2	Bugs or functional issues during flashcard creation/review	High	High	Implement unit testing; perform peer code reviews; set aside time for functional testing	Developer (Sam, Louis)
R3	Pet evolution system not working as intended	Medium	Medium	Test pet evolution stages with mock data; ensure logical consistency in game progression	Developer (Sam, Louis)
R4	Data loss during app sessions (offline storage failure)	High	Low	Use local storage with data persistence; autosave after actions	Developer (Louis)
R5	Miscommunication	Medium	Medium	Weekly sync meetings	Project Leader

	between team members				(Beah)
R6	Performance issues on low-end devices	Medium	Medium	Optimize app size and animations; test on various devices	Developer (Sam, Louis), Tester (Jully, Beah)
R7	Accessibility features not implemented	Low	High	Plan for basic accessibility (font size, contrast); consider in future updates	UI/UX Designer (Jully)
R8	Scope creep (adding unplanned features mid-development)	High	Medium	Stick to agreed-upon scope; evaluate changes with team before approval	Project Leader (Beah)
R9	Lack of user engagement after release	Medium	Medium	Add gamification (pet rewards); gather user feedback for improvement	All Team Members

				S	
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**Table 13.** Development Risks

## Stakeholder Project Acceptance

Functional Requirements			
Req ID	Req Name	Req Description	Priority
FR001	Flashcard Creation	Allows User to create the flashcard	10
FR002	Deck Management	Allow user to delete/edit the flash card	10
FR003	Categorization	Allows users to label and organize flashcards into specific categories for easier access and study management.	8
FR004	Virtual Pet System	Adds a gamified element where users care for a virtual pet that evolves as they study, enhancing engagement and motivation	8
FR005	Deck Search by	Enables users to	9

	Name	quickly find specific decks by typing their name, improving navigation efficiency	
FR006	Pet Reset After Full Evolution	Resets the virtual pet to its initial stage once it fully evolves, allowing the user to start the growth journey again as a motivational cycle	7

*Table 14. Functional Requirements*

Features that improve usability and user engagement are the main emphasis of the functional requirements for the educational software that uses flashcards. With a priority level of 10, flashcard generation (FR001) and deck management (FR002) are considered high-priority features since they are crucial to the app's fundamental operation. While the virtual pet system (FR005) adds a gamified aspect to encourage regular study habits, other elements like tagging and classification (FR003) assist users in better organizing their study resources. The pet reset function (FR007), scored at 7, creates a motivating loop by enabling users to resume their pet's development trip once it is finished, while deck search by name (FR006), with a priority of 9, improves accessibility and navigation.

Non-Functional Requirements			
Req ID	Req Name	Req Description	Priority
NFR001	App Stability	The app must operate without crashing or freezing under	10

		normal usage conditions.	
NFR002	Fast Response Time	The app must operate without crashing or freezing under normal usage conditions.	10
NFR003	Low Memory Consumption	The app should use minimal memory to run efficiently on mid range devices.	8
NFR004	Battery Efficiency	The app must minimize battery usage during extended study sessions.	8

*Table 15. Non-Functional Requirements*

Performance, effectiveness, and dependability are prioritized in the non-functional criteria. The maximum priority of 10 is given to app stability (NFR001) and quick reaction time (NFR002) in order to guarantee seamless and continuous user experiences. Low memory consumption (NFR003) and battery efficiency (NFR004), both of which have a priority of 8, are further measures to address efficient resource management and make the app suitable for prolonged use on a range of devices, including those with constrained hardware capabilities. These specifications are essential for preserving a top-notch user experience and efficiently supporting the functional features.

## **Appendices**

### *a. Technical Definition of Terms*

- Flashcard – A system data element representing a single study unit, containing a front-side prompt and a back-side response.
- Data Persistence Module – The component responsible for securely storing all user-generated content within local device storage.
- Gamification Engine – The logic system that processes user activity to deliver interactive rewards and engagement feedback.
- Offline Mode – A feature that allows full application functionality without requiring internet connectivity.
- Deck – A user-defined grouping of card objects organized under a specific topic or subject name.
- UI Layer – The visual interface enabling user interaction with app features, optimized for mobile usability.

### *b. Operational Definition of Terms*

- Engagement Mechanism – A set of design elements intended to increase user participation and motivation.
- Growth Milestone – A symbolic progress indicator tied to user consistency, represented by pet evolution stages.
- Pet – A virtual character that reflects user progress and rewards regular study activity.
- Reward Tokens – In-app incentives awarded after reviewing content, used to unlock pet features or milestones.
- Self-Paced Access – The learner’s ability to study at any time without needing an internet connection or login.
- Solo Learning Environment – A private, user-centered setting that supports individual study without external interference.

*c. Project Deployment Contract*

**PROJECT DEPLOYMENT CONTRACT**

**Revu Flashcards Mobile Application**

Dated: \_\_\_\_\_, 2025

**1. Parties**

This Agreement is made by and between:

**Development Team (“Licensor”):**

Buyog, Darling Jully Pearl

Damondamon, Louis Gabriel D.

Go, Sam Richmond

Rusit, Beah Erice M.

**Client (“Licensee”): \_\_\_\_\_**

**2. Background**

The Licensor independently developed and owns all rights to the Revu Flashcards Mobile Application .

The Licensee desires to obtain the rights to publish, distribute, and manage the Application under their own brand and platforms.

This Agreement sets forth the terms for granting such rights without transferring ownership.

**3. Ownership**

The Licensor retains exclusive ownership of all intellectual property related to the Application, including source code, design assets, documentation, and branding.

This Agreement does not transfer ownership of the Application or its components to the Licensee.

#### **4. License Grant**

Subject to the terms of this Agreement, the Licensor grants the Licensee a non-exclusive, transferable license to:

Publish, distribute, and market the Application through the Licensee's own platforms (including but not limited to Google Play Store accounts);

Modify the Application's branding elements (logos, app name, colors) [optional: subject to Licensor approval];

Access the source code, APK files, and related documentation necessary for deployment and publication.

#### **5. Scope of Delivery**

The Licensor shall deliver to the Licensee:

The full source code of the Application;

Compiled APK files for testing and deployment;

Documentation including deployment guides, user manuals, and internal technical documentation;

Branding assets (logos, design files) as applicable.

#### **6. Licensee Responsibilities**

The Licensee is responsible for managing all aspects of the Application's publication, including account registration with app stores, compliance with platform policies, and handling updates or maintenance post-deployment;

The Licensee agrees not to claim ownership or authorship of the Application's core intellectual property;

The Licensee agrees to maintain the Application's integrity and not remove or misrepresent Licensor's trademarks and copyrights, unless agreed otherwise.

## **7. Support and Updates**

This Agreement does not include ongoing technical support, updates, or bug fixes from the Licensor.

Such services, if required, shall be provided under a separate agreement and subject to additional fees.

## **8. Acceptance Criteria**

The deployment shall be considered accepted by the Licensee once:

The Licensee confirms successful compilation, installation, and operation of the Application without critical failures;

The Application matches the functional scope and design agreed upon;

The Licensee completes the first public release or deployment under their platform.

## **9. Liability Disclaimer**

The Application is provided "as-is," with no warranties beyond those explicitly stated;

The Licensor is not liable for any data loss, performance issues, or damages arising from the Licensee's deployment or use of the Application;

The Licensee assumes full responsibility for compliance with applicable laws, platform policies, and user data management after deployment.

This Agreement is entered into voluntarily and with full understanding by both the Licensor and the Licensee. It reflects the mutual intentions of both parties to fulfill their respective obligations in good faith. In the event of any disputes or disagreements arising from this Agreement, both parties agree to first seek a resolution through open and constructive communication. If a mutual resolution cannot be reached, the matter shall be resolved in accordance with the laws of the Republic of the Philippines.

**For the Development Team (Licensor):**

Name & Signature:

Date: \_\_\_\_\_

**For the Client (Licensee):**

Name & Signature:

Date: \_\_\_\_\_

## Curriculum Vitae of the Group Members



# Darling Jully Pearl Buyog

Bachelor of Science in Information Technology

### Contact

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### Skills

- Web Design
- Video Editing
- MS Word
- MS Excel
- Mobile App Development

### Language

- Filipino
- English

### Education

(2022 -2023)  
GEN. JUAN CASTANEDA SHS  
senior High School- STEM

2023 -PRESENT  
ST. DOMINIC COLLEGE OF ASIA  
Bachelor of Science in Information Technology

### Experience

2022  
DATA ENCODER  
Part Timer  
Friends Business



## About Me

I am a second-year Information Technology student with a strong passion for technology and problem-solving. I am eager to gain practical experience and expand my knowledge in the field. I approach challenges with a positive attitude and am committed to learning and growing both academically and professionally.

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## Skills

- Mobile App Development
- Web Development
- Graphic Design
- MS Word and Excel
- Video Editing

## Language

- Filipino
- English

# Louis Gabriel D. Damondamon

Bachelor of Science in  
Information Technology  
Student

## Education

### 2022 - 2023

#### APEC SCHOOLS BACOOR

Senior Highschool

### 2023 - Present

#### ST. DOMINIC COLLEGE OF ASIA

Bachelor of Science in  
Information Technology

## Experience

### 2023 - 2024

#### GRAPHIC DESIGNER

Family Business

- Created business logo
- Posters
- Social media posts
- Shirt design

### 2023 - 2024

#### DATA ENTRY

Family Business

- Recorded schedules, data entries, and task related notes using MS Word and MS Excel.

### 2025

#### FREE LANCE WEB AND MOBILE APP DEVELOPER

- Started accepting commissions for simple web and mobile app projects.

# SAM RICHMOND GO



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## PROFILE

I'm a hardworking and independent individual focused on gaining experience and building a career in IT. I work well both independently and as part of a team, and I'm committed to completing tasks efficiently and overcoming technical challenges. I'm eager to learn, grow, and contribute to any IT-related role.

## SKILLS

- Web Dev
- Mobile App Developer
- Ms Word
- Adobe
- Excel

## EXPERIENCE

### Web developing

Since Grade 12, I have been creating websites and have gained solid knowledge and experience in building and managing them.

### Mobile App Developing

During my second year, I gained hands-on experience with Android Studio and developed a solid understanding of how to create mobile applications using the platform. This period allowed me to explore the fundamentals of Android app development, including designing user interfaces, managing app components, and writing functional code to bring my ideas to life.

## EDUCATION

Imus pilot elementary school

2011-2017

Imus National highschool

2017-2022

Unida Christian Colleges

2022-2023

St. Dominic College of asia

2023-2024



# BEAH ERICE M. RUSIT

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## SKILL

Mobile App Development

Web Development

Copywriting

MS Word

MS Excel

## LANGUAGE

English

Filipino

## EDUCATION HISTORY

- 2022-2023  
**Gen. Juan Castaneda SHS**  
Senior High School – STEM
- 2023-Present  
**St. Dominic College of Asia**  
Bachelor of Science in  
Information Technology

## WORK EXPERIENCE

- 2022  
**Data Encoder**  
Family Business
- 2020-Present  
**Academic Commissioner**  
Freelance

## **References**

Cepeda, N. J., Pashler, H., Vul, E., Wixted, J. T., & Rohrer, D. (2006). Distributed practice in verbal recall tasks: A review and quantitative synthesis. *Psychological Bulletin*, 132(3), 354–380. <https://doi.org/10.1037/0033-2909.132.3.354>

Nakao, M., Takashima, A., & Yamamoto, H. (2020). *Effectiveness of digital flashcards on students' vocabulary learning performance: A meta-analysis*. Computers & Education, 157, 103978. <https://doi.org/10.1016/j.compedu.2020.103978>

## **Contributions:**

Buyog, Darling Jully Pearl (UI/UX Designer)

1. Project Conceptual Framework
2. Problem of Statement
3. Project Description
4. Introduction
5. Project Risk Management

Damondamon, Louis Gabriel D. (Back-End Developer)

1. Project PERT & CPM
2. Project Gantt Chart
3. Project Work Breakdown Schedule
4. Project Boundaries
5. Project Database Design

Go, Sam Richmond (Front-End Developer)

1. System Framework
2. Project Screen Design
3. Significance of the Project
4. Stakeholder Project Acceptance
5. Project Cost and Benefits Analysis

Rusit, Beah Erice M. (UI/UX Designer, Team Leader)

1. Project Scope
2. Project Communication Management
3. Project Quality Checklist
4. Project Objectives
5. Project Network and Communication Framework
6. File Editing