

[Description](#)

[Intended User](#)

[Features](#)

[User Interface Mocks](#)

[Screen 1](#)

[Screen 2](#)

[Key Considerations](#)

[How will your app handle data persistence?](#)

[Describe any corner cases in the UX.](#)

[Describe any libraries you'll be using and share your reasoning for including them.](#)

[Describe how you will implement Google Play Services.](#)

[Next Steps: Required Tasks](#)

[Task 1: Project Setup](#)

[Task 2: Implement UI for Each Activity and Fragment](#)

[Task 3: Your Next Task](#)

[Task 4: Your Next Task](#)

[Task 5: Your Next Task](#)

**GitHub Username:** prady184u

# Mathellectual

## Description

How can your children improve their Mathematical intellectual capability right from childhood with smart practice on simple maths. Mathellectual aims to provide a platform for children to practice basic mathematical skills with increasing difficulty levels. School kids can test their math skills and enhance their mental capabilities. Schools can make use of this app for their students mathematics practice/trainings.

## Intended User

In general Children ( Mathematics practice )

School Kids

Anyone who wants to break ice from their busy schedule.

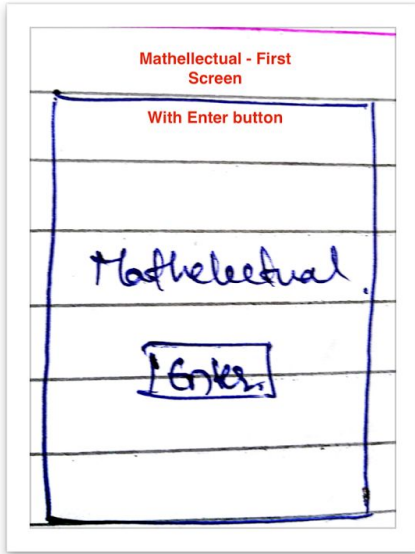
## Features

Main Features include:

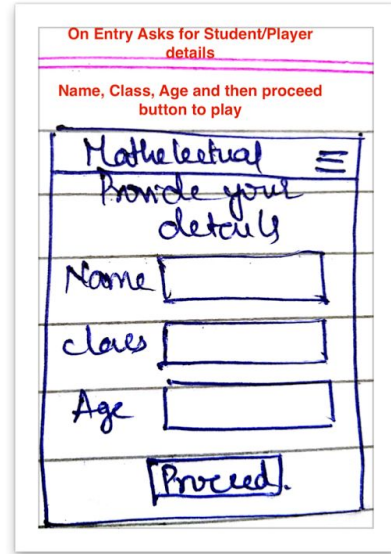
- Saves information of the player
- Displays the score at the end of each level

- Provides different levels ( Basic/Intermediate/Advanced)
- Test scores with top 5 ranking by level and day

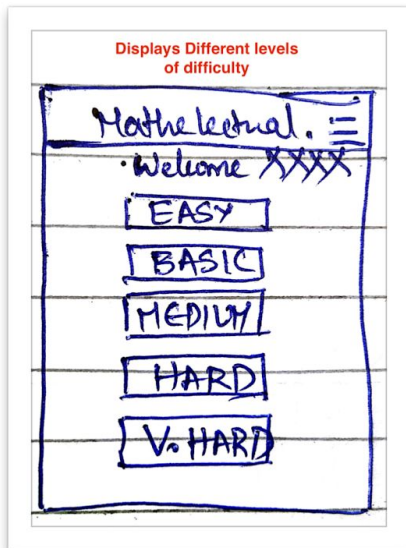
## User Interface Mocks



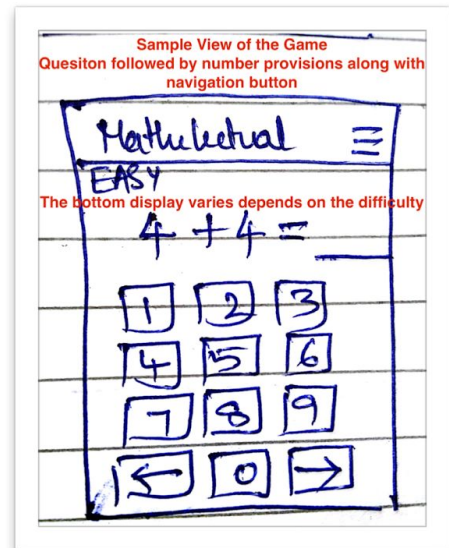
1



2



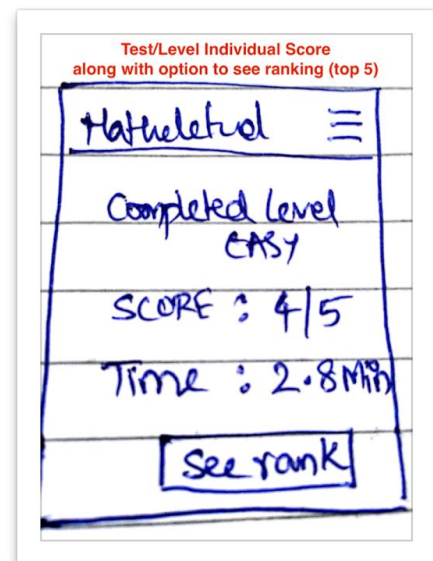
3



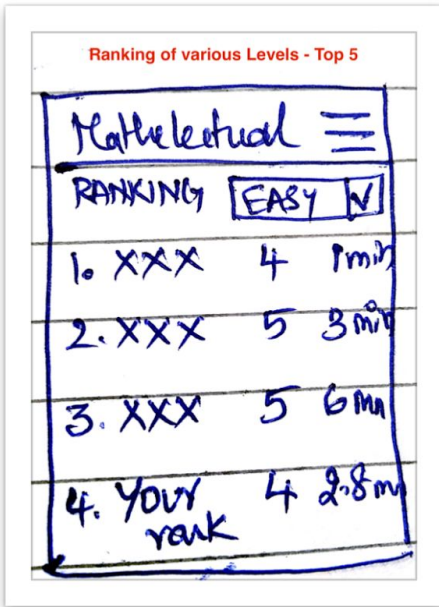
4



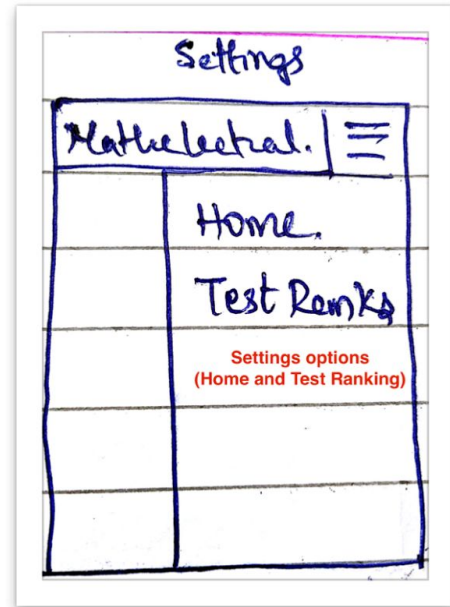
5



6



7



8

## Key Considerations

How will your app handle data persistence?

App will store the information of the participant and store their information like their name, scores etc.

Describe any corner cases in the UX.

If they click back button during any evaluation (level), they need to retake the level from start.

Describe any libraries you'll be using and share your reasoning for including them.

NA

Describe how you will implement Google Play Services.

NA

## Next Steps: Required Tasks

### Task 1: Project Setup

Project which support Android phone/tablet with min API 15

### Task 2: Implement UI for Each Activity and Fragment

Activities and Fragment:

- Build UI for MainActivity (main screen)
- Build UI for recording the player/student details before the start of the level
- Build UI for sub Activities for each level
- Build UI for listing the final scores of the player

### Task 3: Data Model

Design the data model for the Mathellectual app

- SQLite database
- Content providers if any for read and write of the actions ( storing and retrieving information of the student/participant and their test results)

### Task 4: Algorithm

Design an algorithm to randomly generate the levels of the game

- Create an algorithm which generates the questions based on the difficulty level of the intellectual training app.

### Task 5: Final Testing

Testing end to end to ensure the rubric is met