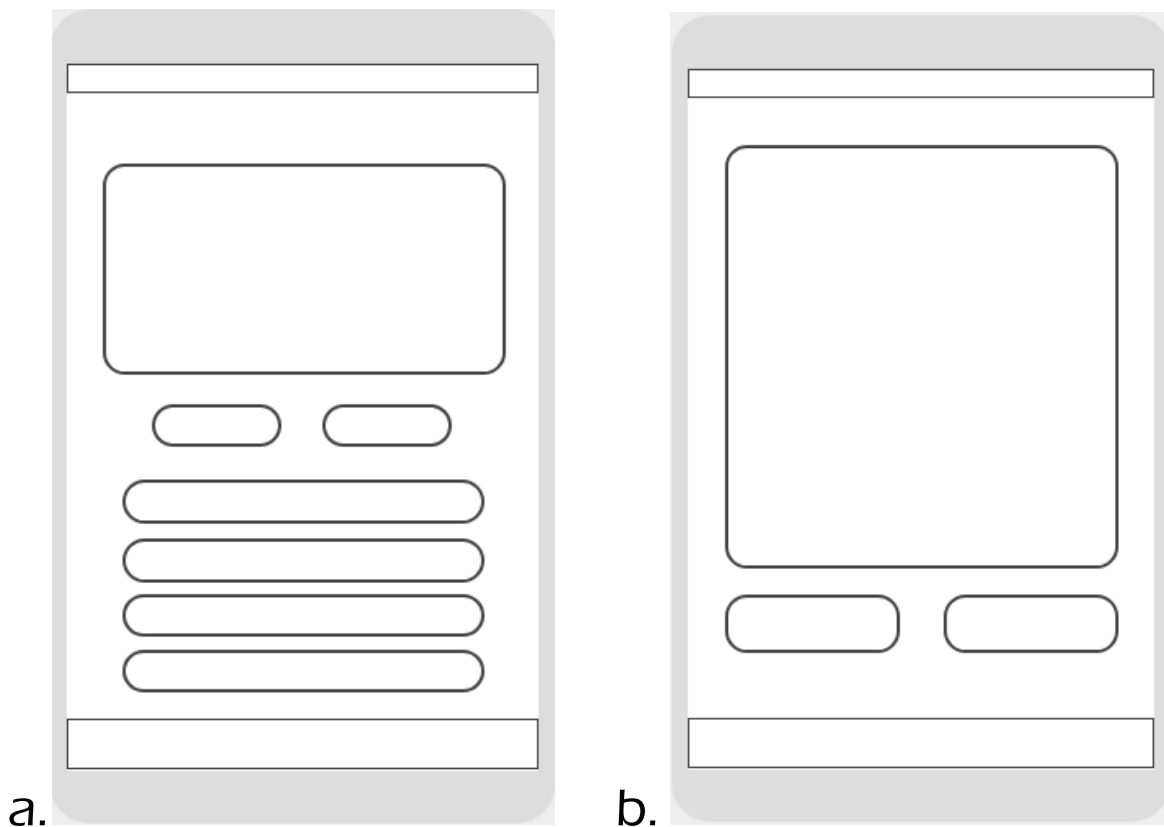


My proposed application named “**Buhay- Ilang**” is a quiz application which identifies information about endemic wildlife species in the Philippines. The purpose of the mobile application is to give the users, facts and knowledge about the country’s wildlife as well as to appreciate them. The objectives of te application are the following:

- To serve as an awareness for the people with the Philippines’ wildlife current condition.
- To provide entertainment and knowledge at the same time.

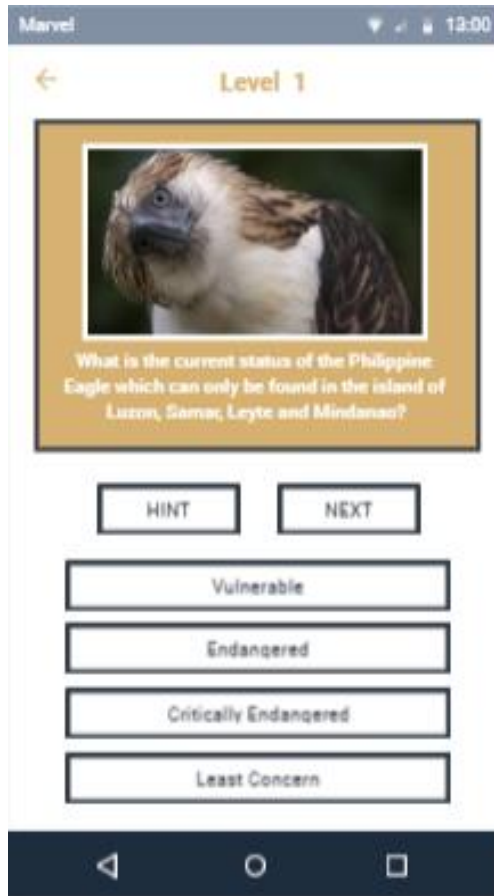
## Wireframe



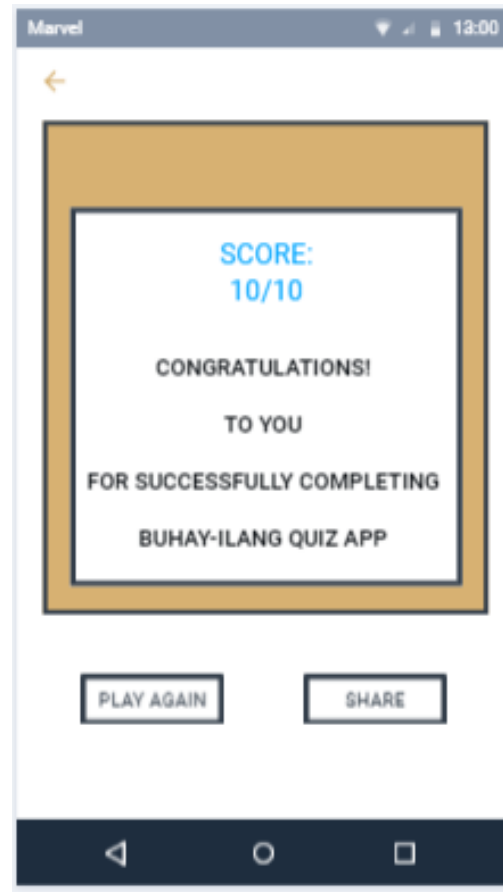
a. This wireframe design serves as the main screen. The round box at the uppermost screen will contain a photo (to get more familiarize with the question) and a question which relates to each other. The two small round boxes serves as a button and the four long round boxes at the bottom are also buttons.

b. This second wireframe design is the screen that will pop up after the main screen. The round box at the middle will contain a message and the two small round boxes are buttons

## Mock-up



a.

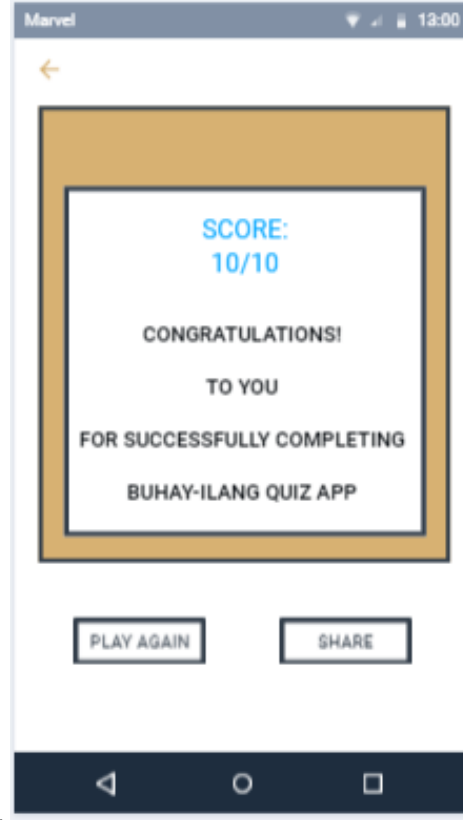


b.

a. This design serves as the main screen. The round box at the uppermost screen will contain a photo (to get more familiarize with the question) and a question which relates to each other. The button "hint" that the user can press when he/she decides to have another clue but in a limited chances only. The button "next" is used when the user decides to proceed with the next question without answering the current question on the screen. The four buttons are the choices of answer for the question.

b. The another mock up design is the screen that will pop up which contains the final score and the greeting message when the quiz was finished by the user. The button "play again" is used when the user decides to play the quiz for the second time. The button "share" is used when the user wants to share his/her final score to other fellow users.

# Prototype



a. This design serves as the main screen. The round box at the uppermost screen will contain a photo (to get more familiarize with the question) and a question which relates to each other. The button “hint” that the user can press when he/she decides to have another clue but in a limited chances only. The button “next” is used when the user decides to proceed with the next question without answering the current question on the screen. The four buttons are the choices of answer for the question.

b. This design is the screen that will pop up which contains the final score and the greeting message when the quiz was finished by the user. The button “play again” is used when the user decides to play the quiz for the second time. The button “share” is used when the user wants to share his/her final score to other fellow users.