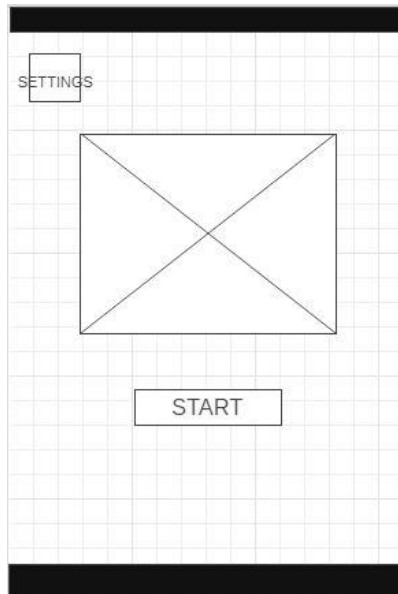
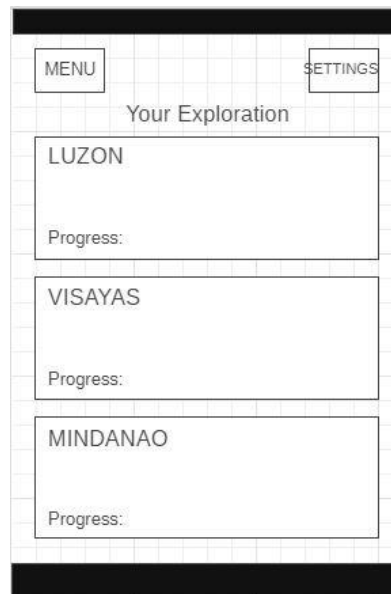


My proposed application is a quiz game application named “Buhay-Ilang” from the word wildlife which is translated in Filipino. The content of this app is the information about the wildlife native to the Philippines. The purpose of this mobile app is to give awareness, fun and knowledge to the fellow Filipino users. The objectives of the Buhay-Ilang are to serve as an awareness regarding the current status of wildlife in the Philippines, to give familiarity about the importance and role of wildlife in the ecosystem and to encourage users to be part of conservation.

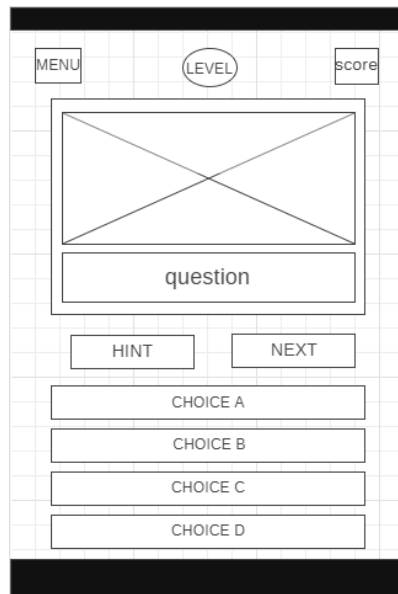
Wireframe



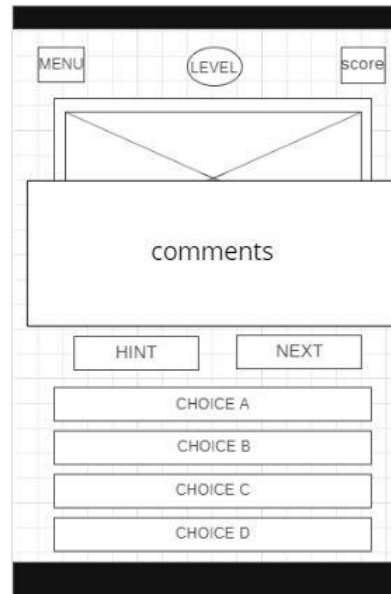
a.



b.



c.

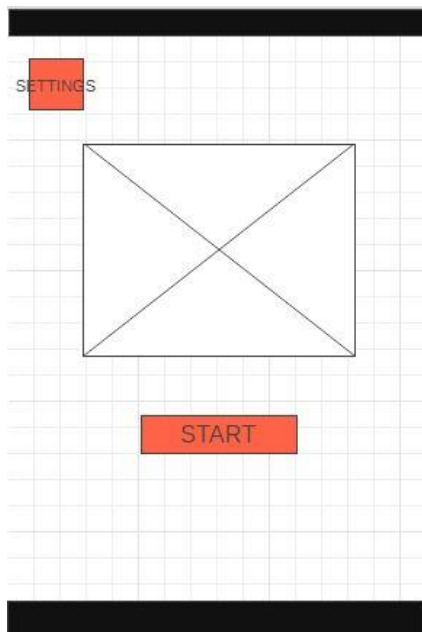


d.

- a. The first wireframe design is the home screen where the user will tap the start button to play.

- b. The second wireframe design is the stages or level of the quiz where every question is related in the three islands of the Philippines
- c. The third wireframe design is the screen where the user will play the game
- d. The fourth wireframe design will pop-out on the screen once the user guessed the correct answer and will proceed to another question by touching any part of the screen.

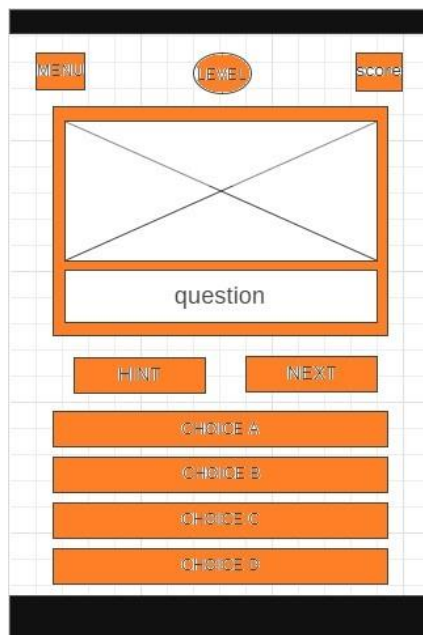
Mockup



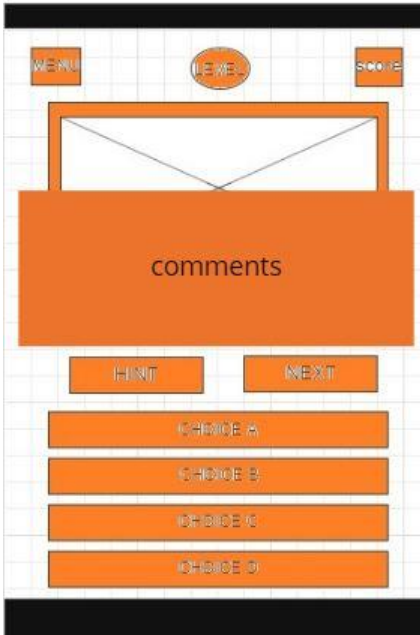
a.



b.



c.



d.

- e. The first mockup design is the home screen where the user will tap the start button to play.

- f. The second mockup design is the stages or level of the quiz where every question is related in the three islands of the Philippines
- g. The third mockup design is the screen where the user will play the game
- h. The fourth mockup design will pop-out on the screen once the user guessed the correct answer and will proceed to another question by touching any part of the screen.

Prototype



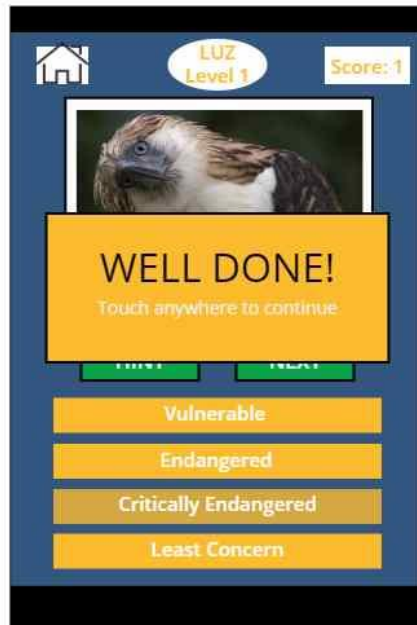
a.



b.



c.



- d.
- a. The first prototype design is the home screen where the user will tap the start button to play.
 - b. The second prototype design is the stages or level of the quiz where every question is related in the three islands of the Philippines
 - c. The third prototype design is the screen where the user will play the game
 - d. The fourth prototype design will pop-out on the screen once the user guessed the correct answer and will proceed to another question by touching any part of the screen.