

**Project
ARDIES TRIVIA APPLICATION**

PROJECT EVALUATION REPORT

Object Oriented Software Engineering
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Purpose:

The purpose of this document is to specify the detail description of an application that gives an exposure for learning and educating individuals. Since there are many applications but that are restricted to a specific topic. Here this document comes up with a revolutionary concept that develop a dynamic application called "Ardie's Trivia" exhibiting every topic that is related to academics, religious or selfanalysis.

The purpose of the Ardies Trivia Application is to ease the learning and academic processed into a single interface, where each individual can track his position in this application. Above all, we hope to provide a comfortable user experience along with the best User Interface.

INTENDED AUDIENCE AND READING SUGGESTION

This project is a prototype for the Education and Knowledge based application and it has no restricted religion or academics. This will be implemented under the collaborations or 4B students. This project is useful for students, teachers and other professionals and non-professionals. Basic reading and application knowledge is required.

Problem Statement:

A plethora of user that finds difficulty in searching applications of their interests for instance academic apps, cultural historical, religious knowledge and literature study to name but a few. Studies shows that searching for relevant information on internet is time consuming and there might be chance of misleading information, due to which time complexity and accuracy can never be achieved at its best. In most cases userexperience is unsatisfactory. Users pursue an application that should be flexible and hold apparently myriad fields of knowledge. An application that is composed of every aspect of knowledge like (academic apps, cultural historical, religious knowledge and literature study to name but a few).

Solution as Ardies Trivia Application

Keeping in view the problem statement, our teams has come up with an innovative idea of resolving completely the problems being faced.

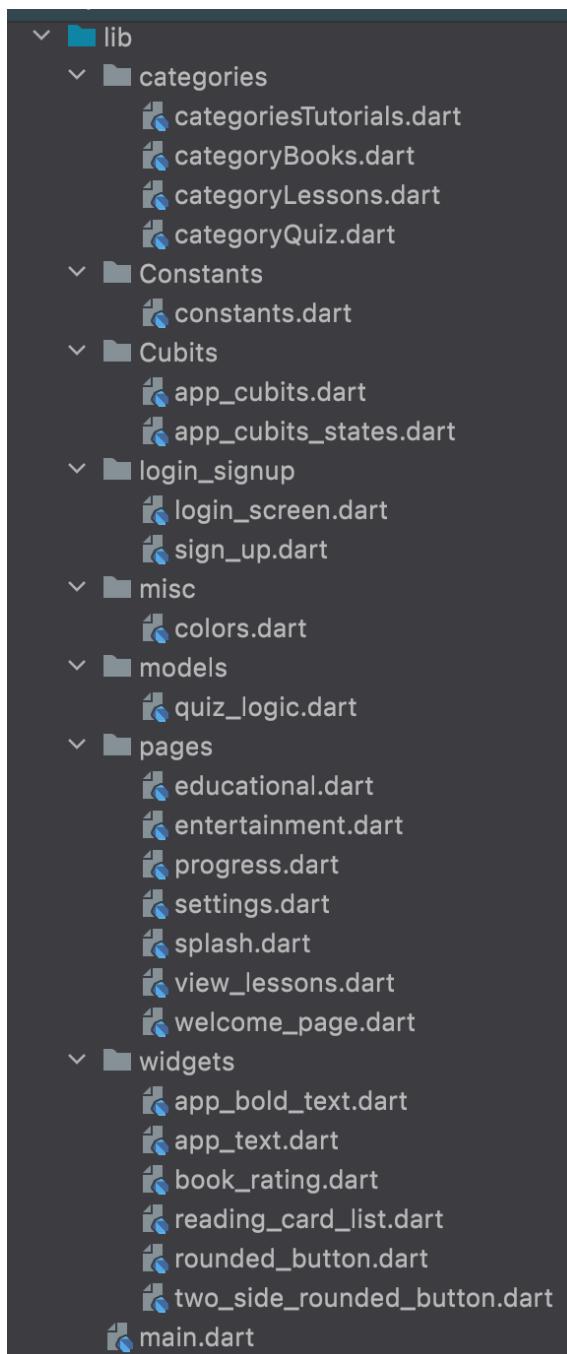
- UI & UX
 - When it comes to User Experience audience always encourage a simply defined user interface having appealing gestures and an easy navigation. Ardies Trivia will reflect an inspirational UI UX.
- All categories in single application.
 - This Trivia Application is flexible since user biased categories and interests that includes in a single frame (academic apps, cultural historical, religious knowledge and literature study to name but a few).
- Time complexity
 - Time complexity essentially is an efficiency, Ardies Trivia app shall have excellent efficiency in terms of user and app interation.

Technology Used

Technology	Purpose
Flutter	For Front End Design
Dart	Basic Control Structures To be connected with flutter and some most basic business logics
Adobe Illustrator	For Vector Design (Icons, Illustrations and backgrounds)
Adobe Photoshop	For Image editing and resizings

Classes and Components Views

- Organizing Front End Code with classes
- Constants
- Cubits For Routings
- Screens – Various Pages
- Widgets – Reusable Components – Modularization
- Clean Code



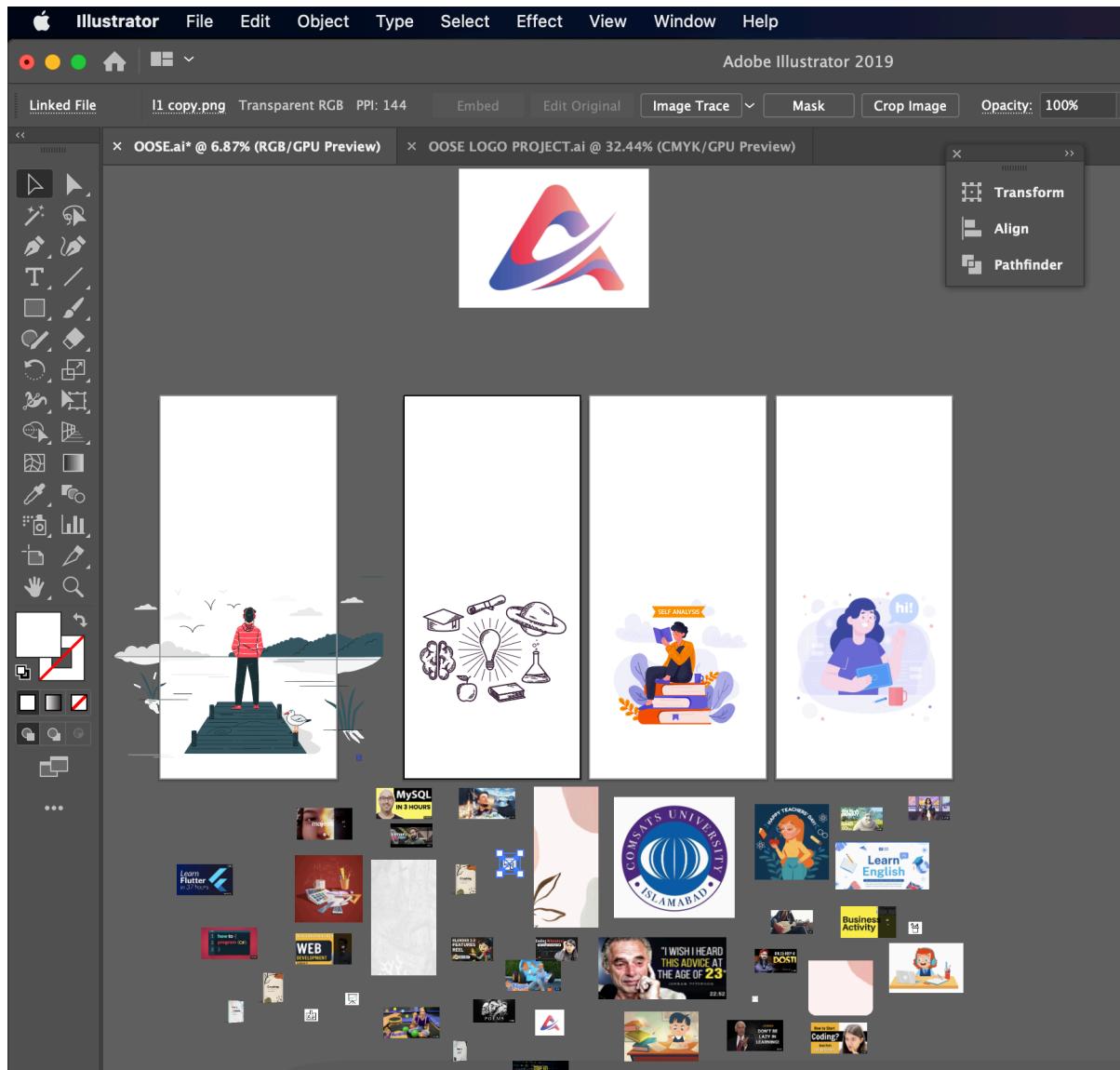
Dependencies

(Pubspec.yaml)

```
dependencies:  
  flutter:  
    sdk: flutter  
  cupertino_icons: ^1.0.2  
bloc:  
  flutter_bloc:  
equatable:  
  rflutter_alert: ^2.0.4  
percent_indicator: ^4.0.1  
flutter_icons:  
  android: true  
  ios: true  
  image_path: "img/LOGO.jpg"  
dev_dependencies:  
  flutter_launcher_icons:  
  flutter_test:  
    sdk: flutter  
  flutter_lints: ^2.0.0  
flutter:  
  uses-material-design: true  
assets:  
  - img/
```

Illustrator and Photoshop usage

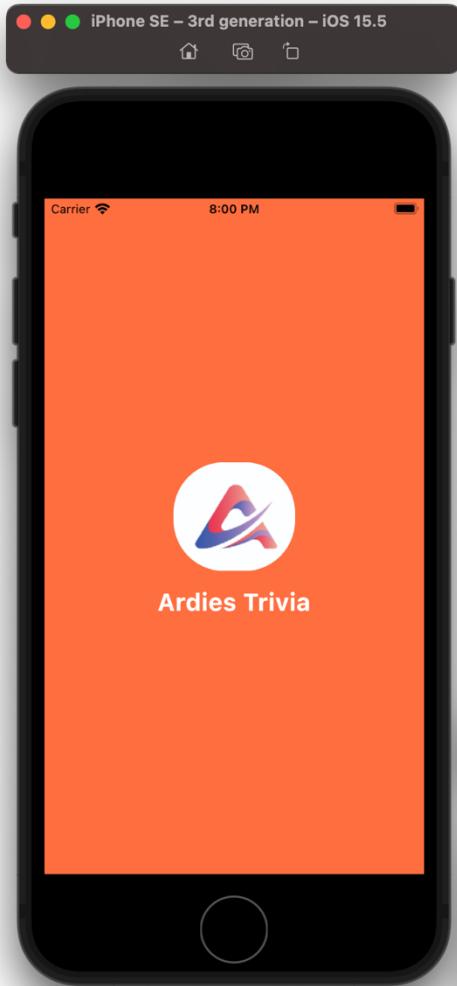
- Creating Illustrations on Vector Softwares and using them as assets for flutter applications



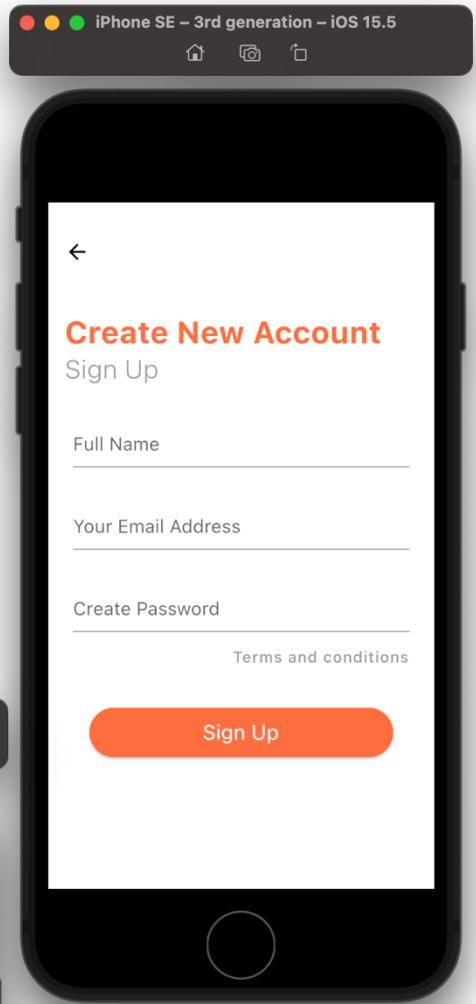
PROTOTYPE

ARDIES TRIVIA APPLICATION

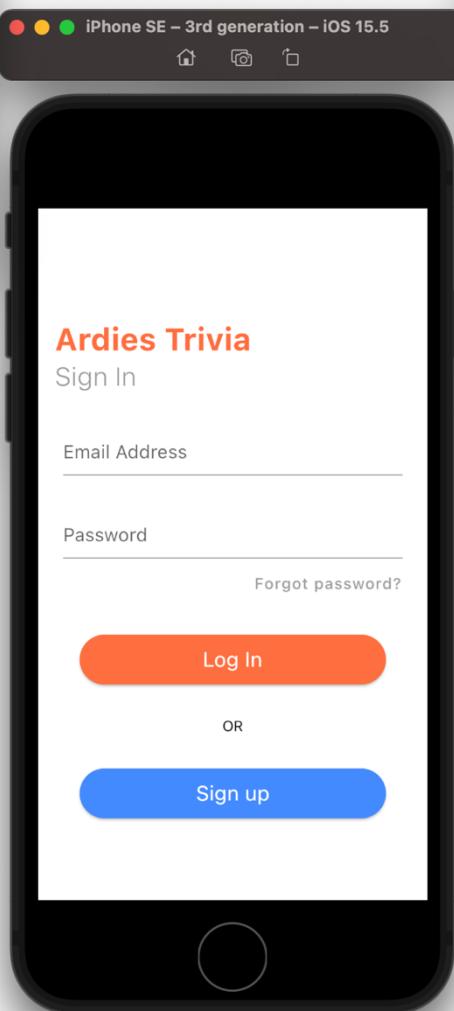
Splash Screen



Sign Up Screen



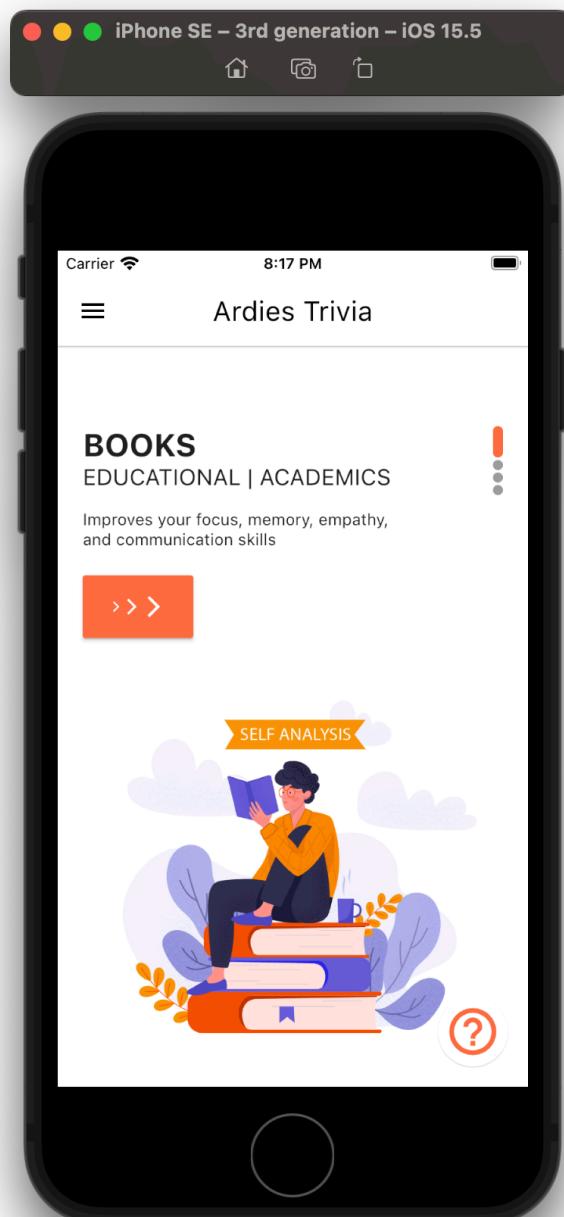
Sign In Screen



Home Screen:

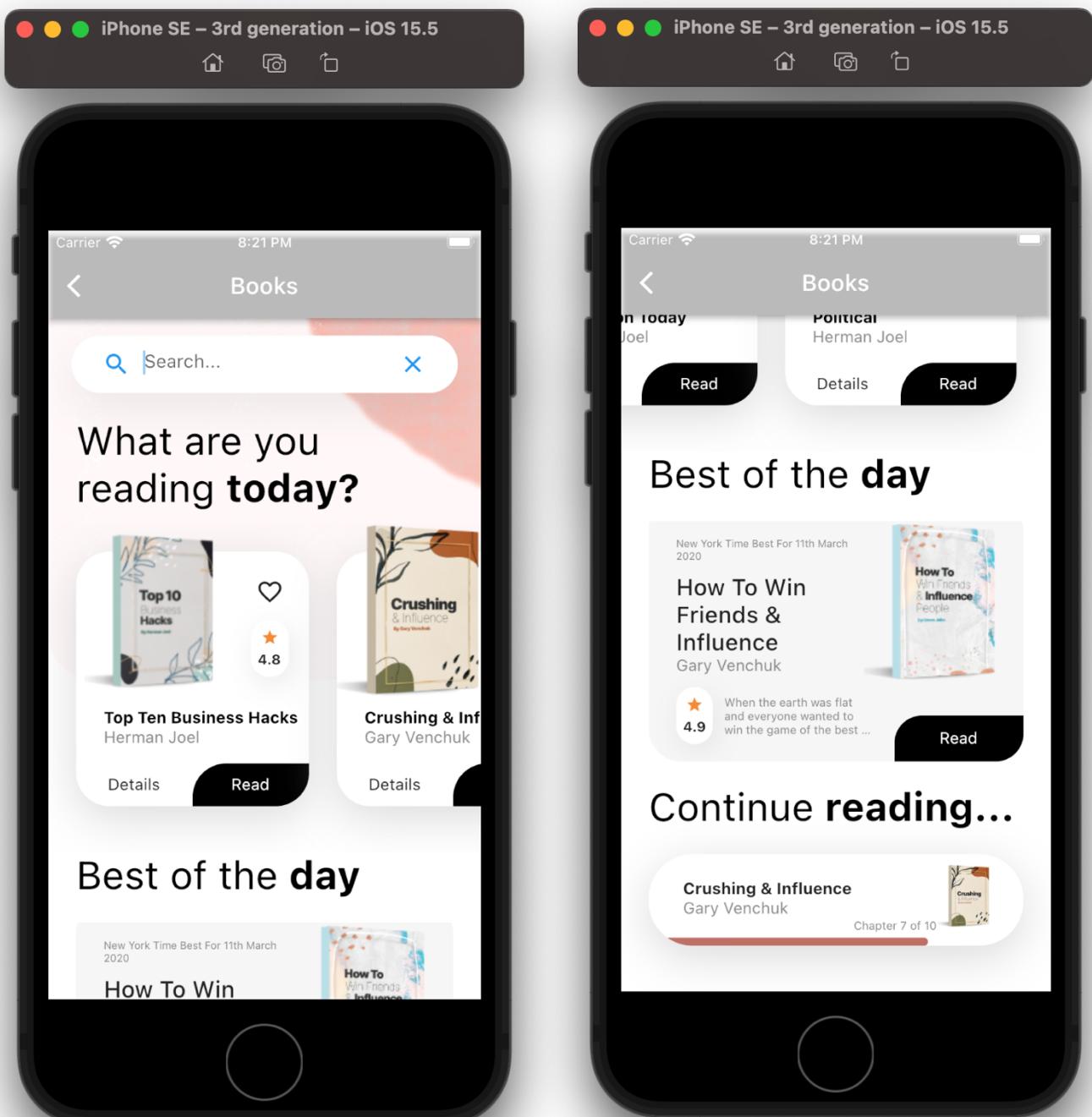
- Beholding a Single Child Scroll View That consists of many categories namely:
 - Books
 - Lessons
 - Tutorials
 - Quizzes.

CATEGORY BOOKS:

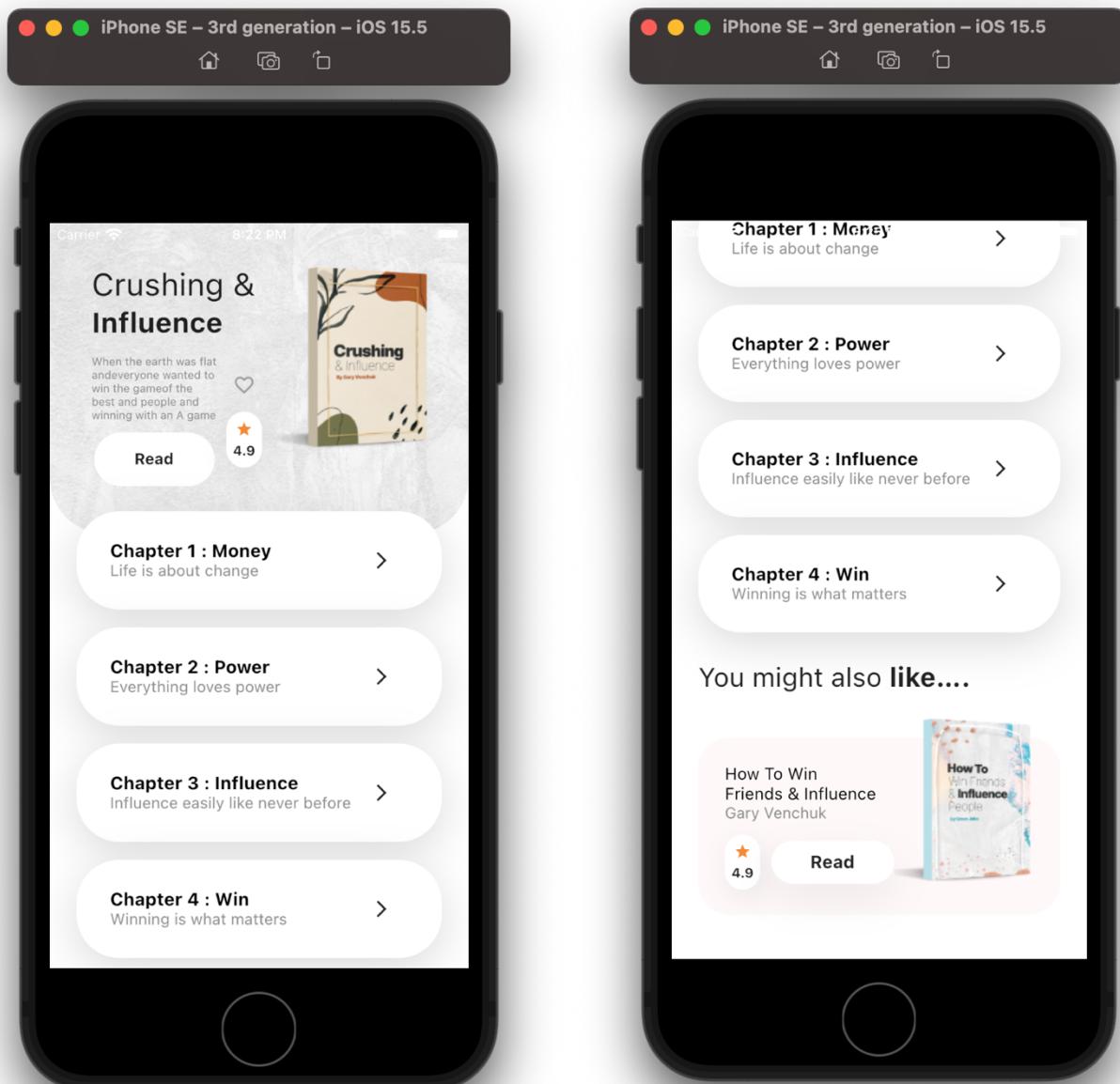


CATEGORY BOOKS:

On Pressing the forward button, we have other screens that explain the purpose of this category (well explained in the Scope document)

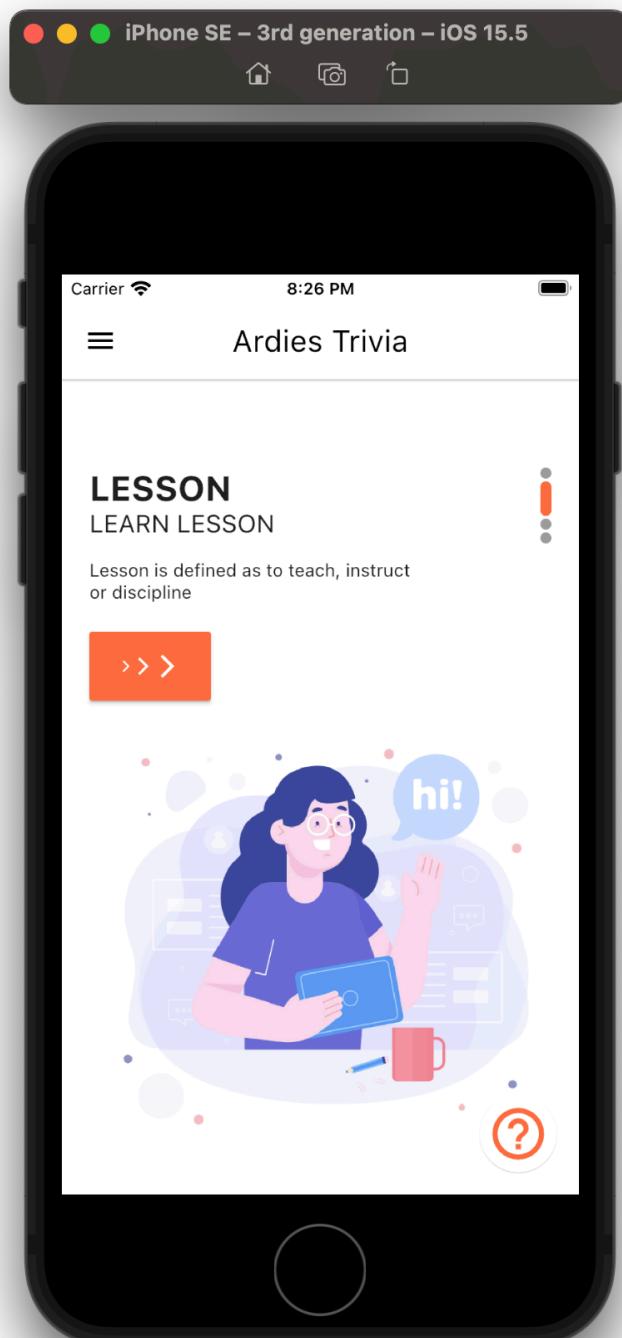


On Selecting any of the Book the user will be redirected to a page of details where the book will show the chapters if any and further to PDF opening of the Book.



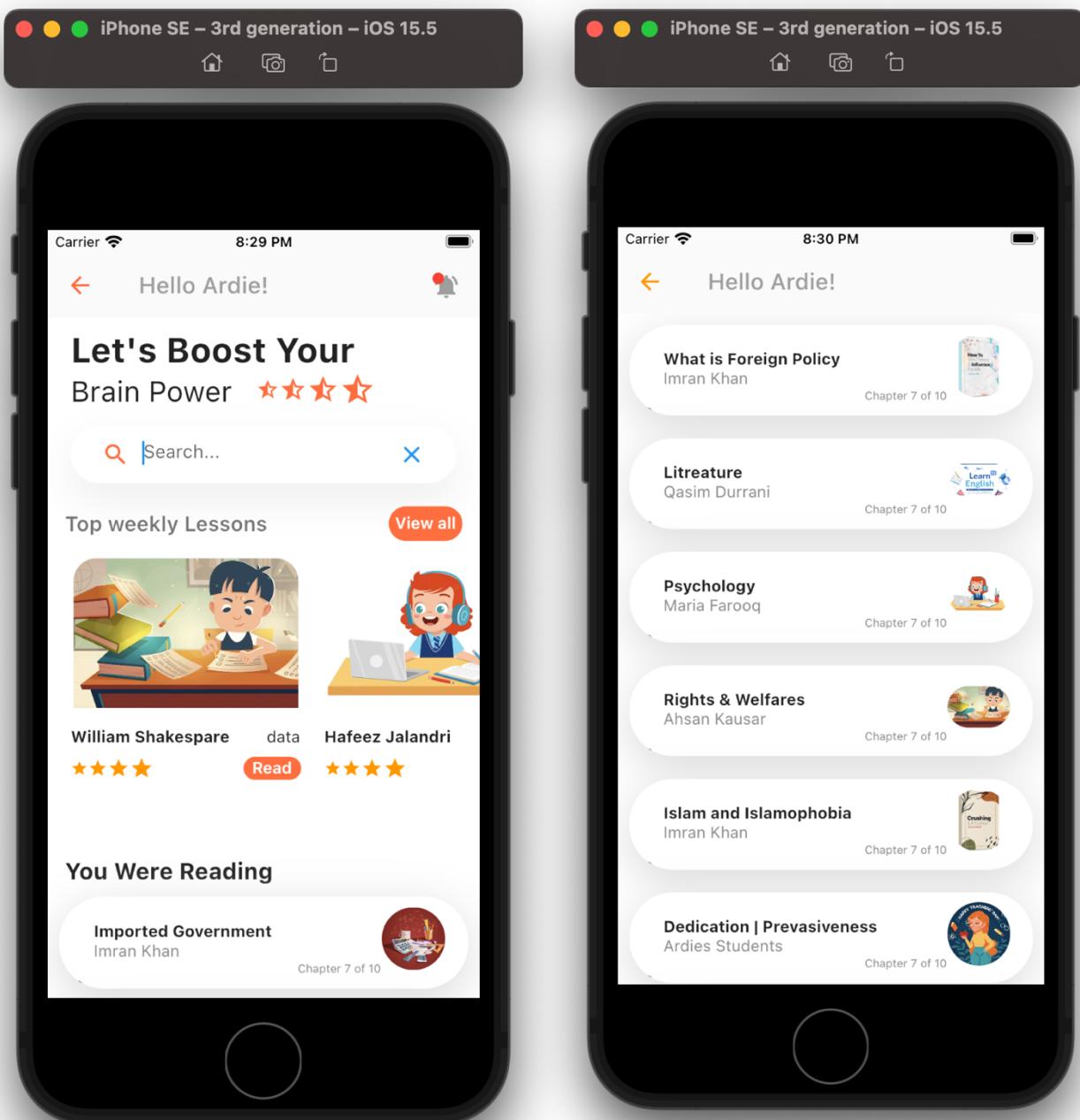
CATEGORY LESSONS:

This category behold the daily lessons and the lessons that is nearly related to your searches an algorithm will be applied when it is implemented that will fetch the similar content based on your searches.



CATEGORY LESSONS:

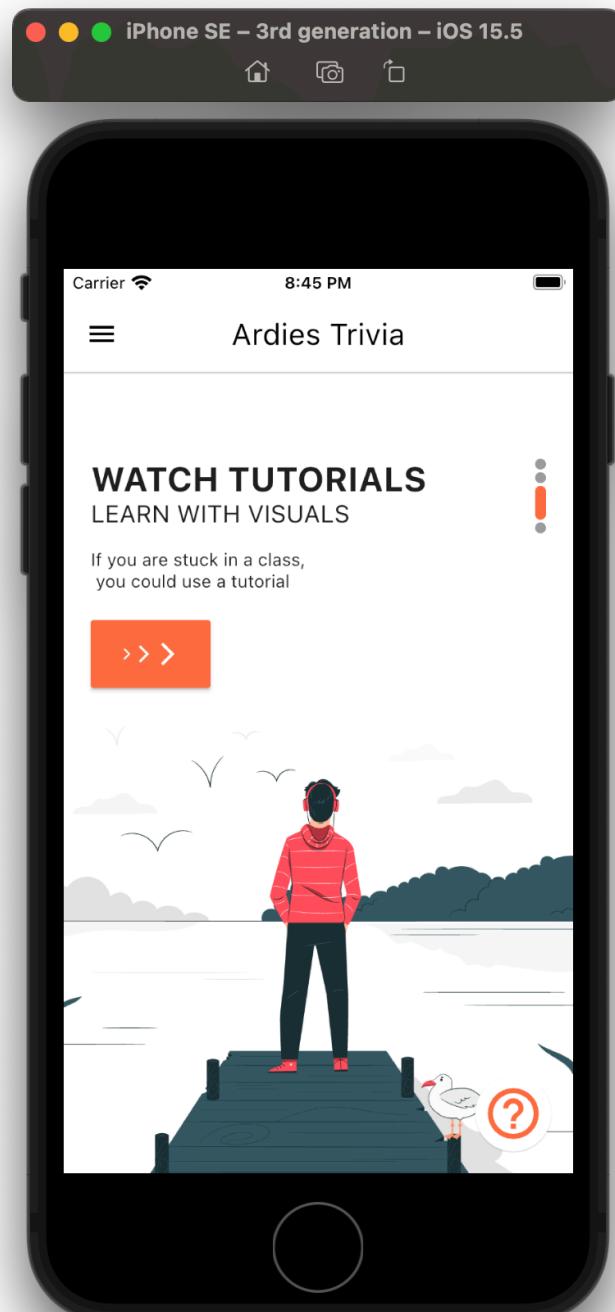
On Pressing the forward button, we have other screens that explain the purpose of this category (well explained in the Scope document. The Left Screen shows the carousal of the books and the view button shows the screen on the right.



On Selecting any of the Lesson the user will be redirected to a page of details where the lessons will be shown on PDF that can be downloaded. Also the lesson that you were reading previous will stored with the head pointer that points to the page or lesson previously read.

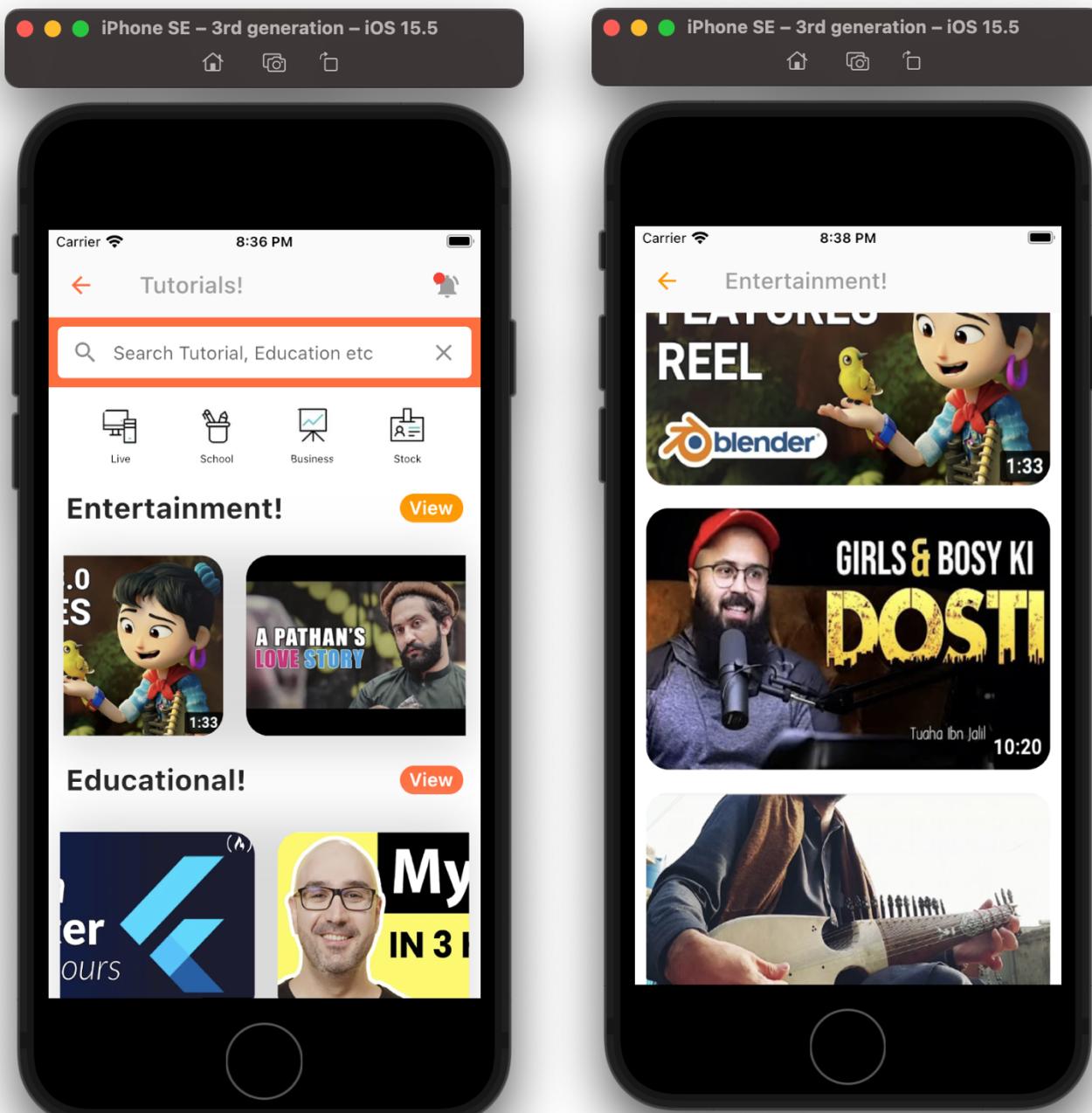
CATEGORY TUTORIALS:

This category behold the daily Tutorials and the Tutorials that is nearly related to your searches an algorithm will be applied when it is implemented that will fetch the similar content based on your searches.



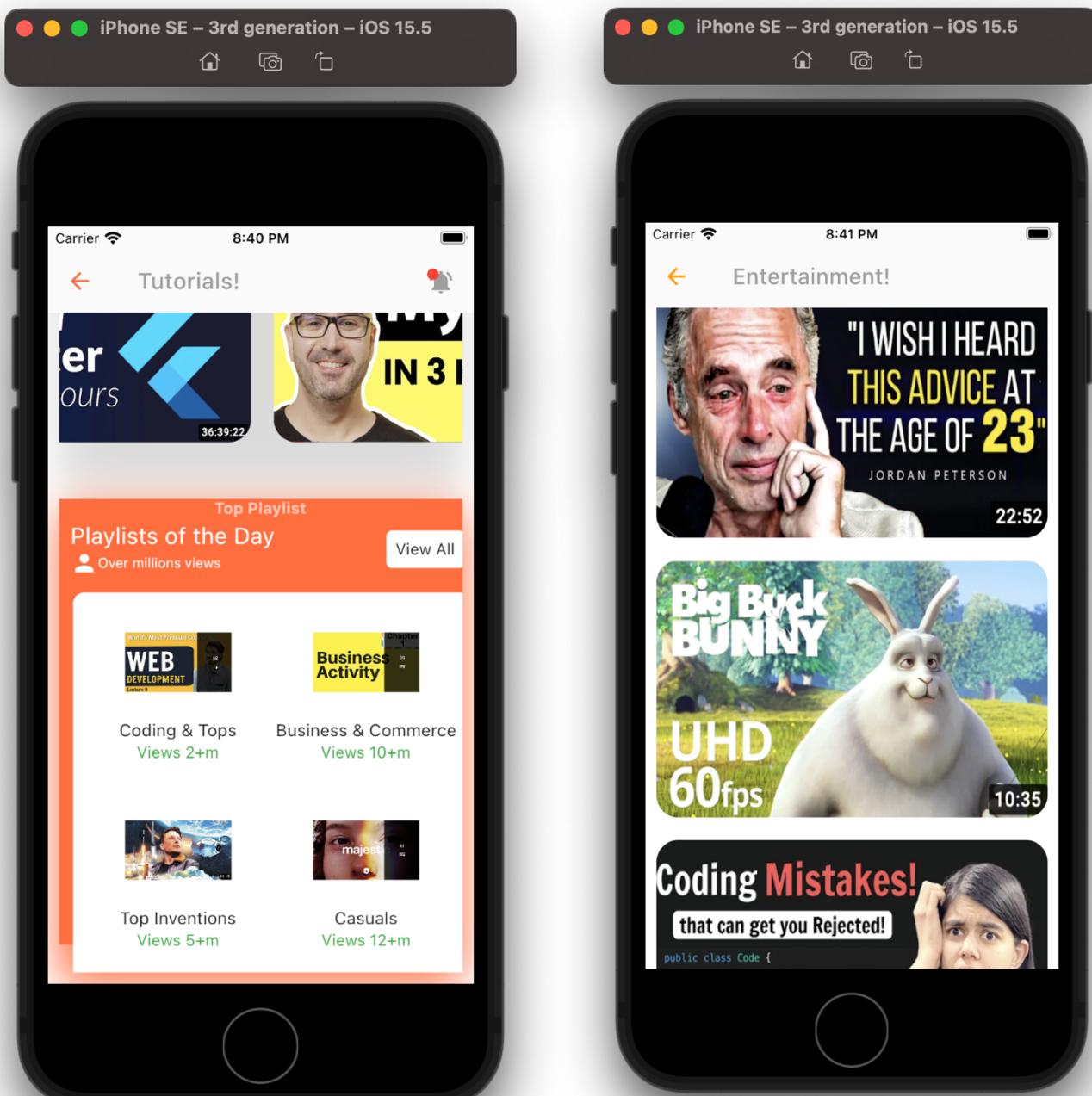
CATEGORY TUTORIALS:

On Pressing the forward button, we have other screens that explain the purpose of this category (well explained in the Scope document. The Left Screen shows the carousal of the Entertainment and Educational Videos and the view button shows the screen on the right.



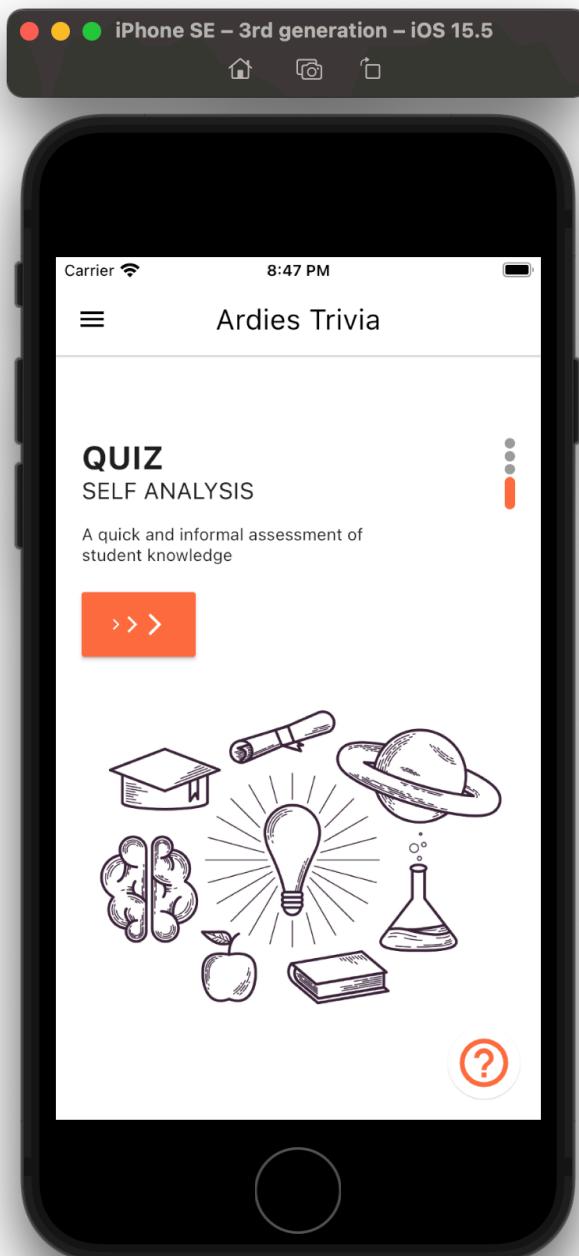
Futher Scrolling down the View We have a Playlist Of the day sub category that behold the most viewed playlist.

On the main screen we have a notification icon, on Pressin that icon we will be redirected to a screen on the right.



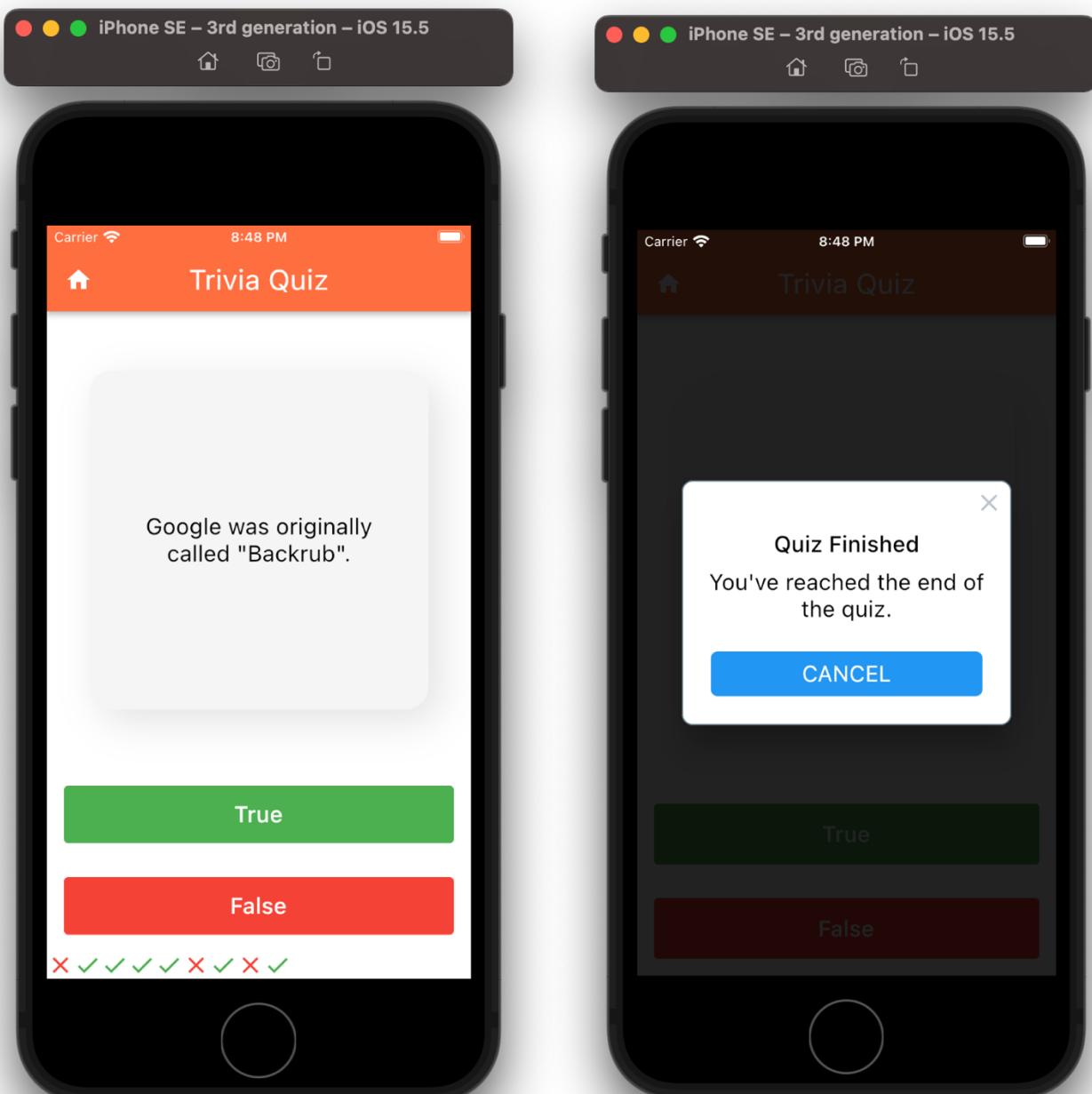
CATEGORY QUIZZES:

This category behold the daily Quizzes based on Current General and Academic Knowledge.



CATEGORY QUIZZES:

Some Sample and Random Data is populated into Two Dimensional Lists that Holds the Questions and the Answers to those Qs in Booleans. These Closed ended will specified by Tick and Cross at the bottom of the screen when answered.



DRAWER:

The user that has been registered and stored in Database will have its Profile shown in this Drawer and he can track his progress, favorites profile information and setting.

