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CSC 221 – Software Design Laboratory

Final Project Proposal

November 5th, 2019

Brain Trainer App

Overview

I will build an android mobile gaming application which allows the user to play on the go while commuting or at their free time to "train their brain" and try to guess as many correct answers as possible to gain a higher score.

Capabilities

There will be random simple Math questions showing up on the screen with multiple choices to pick. The user is supposed to pick the correct answer each time. There is a timer counting down every second. Within the time limit, the user should answer as many correct answers as they can to gain a higher score. At the end of the timer, the user has the option to play again if they wish.

Visual aids – Look and feel

Since the use case of this app is geared toward people who are on the go, it is design in a simplistic form, meaning the user does not have to type or drag and drop. The operations are done only through clicking the right buttons. It is composed of 2 layouts (2 pages). A landing page to welcome the user with the Start button, and the main page for the game with text views to show the questions, results, timer and score, plus buttons to click for answer choices and to play again.
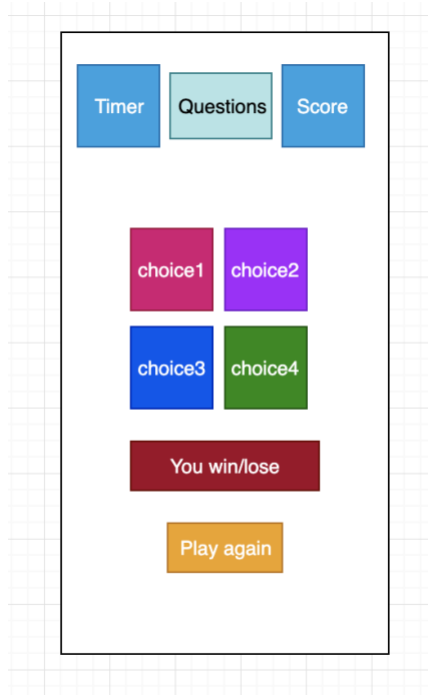
Devices' Support

I will be testing the app in the emulator with a virtual device Google Pixel 3a with Android 8.1. I will try to make it compatible with Android 7.0. I have an old Samsung phone with Android 7.0 to test the compatibility.

Resources

I will be using ArrayLists to keep track of wrong and correct answers and store random welcoming messages.