PROPOSAL ON

EXPLORE NEPAL : A MULTIPLAYER QUIZ

SUBMITTED BY: SUBMITTED TO:

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March 28, 2014

Dear Sir,

Submitted for your review is our proposal regarding the first semester

computer project. This document is for the partial fulfillment of Computing

Project (ENGG 102) as per the university requirement.

Within our proposal, you will find the following supporting materials as per

your requests:

MODULE 1:

-Introduction to our project

- Background

- Discussion

MODULE 2:

- Probelms

- Solution

- Conclusion

Sincerely,

Pratik Joshi

Shakar Bhattarai

Shradha Silwal

Sudeep Mishra

ABSTRACT:

This project was assigned to the first year student for the partial fulfillment of the course COMP 116 .We have started with a concept of research on developing something which would be useful for the society, mainly focusing on the children. After a few days of discussion we have planned to develop a game having a provision for education on hand with some entertainment,i.e edutainment.

Our Nepal being an underdeveloped country has not been able met up to the level in the field of education sector due to poor educational infrastructure. Likewise, there are a very few applications and games showing Nepali font (devnagari font).

Also, many children across Nepal ,infact even some adults don’t have some basic general knowledge about various important places, its unique features and ethnic aspects. Andonly recently have the technologies being introduced in many schools and educational sectors.

Hence, keeping these things into account,we hope that if given opportunity, our project would help to provide simple general knowledge about our nation through an entertaining way and also help to develop the intellectual power of the children.We also would be introducing some devnagari fonts in our work in order to enhance our national language.

Our society can be benefited if the project turns out to be a successful one.This proposal describes the overall design, planning, objectives and features of the game to be undertaken by us if given us an opportunity.

INTRODUCTION

OBJECTIVE:

The major objectives of our project are highlighted below:

- To provide the children basically the children studying in between grades 4- 7 ,with some general knowledge about the nation through an entertaining manner.

- To increase the number of application providing

- To develop technical knowledge in Nepalese society.

- To cope up with the increasing technological development taking place across this competitive world.

- To promote nationalism.

**DISCUSSION**

Technical Information:

2.1 Development Environment

* Programming Language chosen: **Python**
* GUI Toolkit chosen: **Tkinter**
* IDE Chosen: **IDLE 2.7**
* OS Worked on: **Ubuntu**

**2.2 Intended Methodology**

The users, most of whom are speculated to be children from age groups(7-12), shall be allowed to input their information as parameters into the GUI toolbox.

Based upon their grades, relevant questions from their text books and general aptitude questions shall be asked. The questions are intended to be asked in both English and Nepali language.

The game is analogous to a virtual tour by the user. As the user enhances his position in the game by answering questions correctly, s/he shall be taken virtually to a tour of the entire country hence raising the anticipations along with enhancing the knowledge of national concerns.

- The entire country shall virtually be divided into the five Development Regions.

- The user shall virtually be taken to an Eastern region of the country to start off the journey, where a series of questions shall be asked.

- On successfully completing those series of questions, s/he shall be taken chronologically to the western parts. The game ending upon the user successfully being able to reach the extreme west of the country.

- CHECKPOINTS within each Development Region are intended to give the user entertainment and education hand in hand.

- Each CHECKPOINT shall embed a music representing the region- a naturally or culturally recognized place and it's information so as to raise the issues of national diversity

- The user shall win if he gets all answers right but shall loose even if he fails to answer more than one question in a Development Region.

Upon ending a session, the user's parameters shall be recorded and displayed.

2.2.1 Modular Description

**1. Accepting Information**

* Information to be input:
  + Name
  + Grade
  + Age
* Use of Graphical User Interface(GUI)
  + Use of text box, Radio Buttons etc
* Intended to Include Background Music for Entertainment.
* Retrun the required information to the module concerned.

**2. Displaying Questions**

* Accept questions from a “question” module
* Display questions according to grade
* Use of Graphical User Interface
  + - Label for questions
    - Radio Buttons for options
    - Submit button to submit values

|  |
| --- |
| OPTIONS FOR CHECKPOINTS  On reaching a checkpoint, a background music relevant to the region concerned along with the information of a culturally or naturally recognized spot is displayed. Upon crossing a development region, a picture identical to the one shown below is displayed: |

**3. Congratulating the user**

* Accept the name and score from the module concerned
* Display the name of the user along with the score
* Display the point reached on the map via footsteps.
* Use visual simulations and animations to intensify the entertainment
  + Use of pictures
  + Use of sounds
  + Use of animations

**4. Keeping the scores**

* Accept the parameters from external functions
* Keep scores in an external file
* Sort the records on the basis of score
* Return the values to the Displaying Scores module.

**5. Displaying Scores**

* Accept the parameters from the module concerned
* Display each grade's topper separately
* Intended to highlight the recent score.

**6. Ending the Program**

* Display information of the product, references and credits
* Provide means of contact preferably email address to report suggestions and problems.

2.3 Problems

* Lack of modernized tools for education.
* Traditional dependence on mere books.
* Lack of digitalized contents in remote areas.
* Lack of concept of edutainment for learning.
* Lack of knowledge on the social, cultural and geographical aspects of the country.

2.4 Intended Solution

* Modernizing the education system in remote areas.
* Conceptualizing the idea of e-learning.
* Providing digital contents targeting the rural areas.
* Bringing edutainment as a new cornerstone for educational purposes.
* Providing basic knowledge on Nepal, it's cultural, social and geographical aspects, through edutainment.

CONCLUSION

To solve all those aforementioned problems, we have come up with a solution which, we believe, can help to reduce,if not eradicate those.

I hope our proposal shall be accepted.

We expect regular assistance from our supervisor and the entire department in order to excel our programming capabilities .

We require assistance also in order to help make this program as professional and error-free as possible so as to meet the aforementioned objectives.