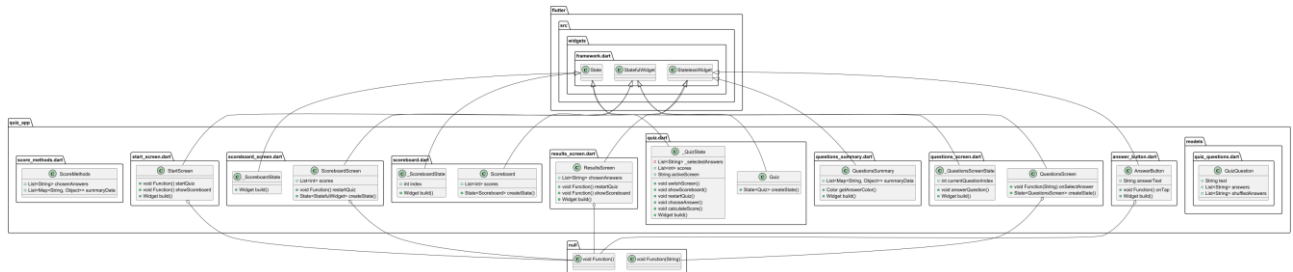


Assignment 1: Quiz App Enhancement

Class Diagram:

(there is a higher quality version of the diagram in the git repo, where you can zoom in)



Project structure:

The project has a typical flutter architecture. There are some files which only contain UI for the app, some which contain state management, and some which contain data (questions). This is a popular way to structure an application. This project has one extra feature, which is a scoreboard. The scoreboard tracks all the quiz attempts that have been made and ranks them from highest to lowest.

User stories:

1. Start Quiz

As a user, I want to start a new quiz from the start screen so that I can answer questions and receive a score.

Acceptance Criteria:

Given that I am on the start screen, when I press the "Start Quiz" button, I should be taken to the first quiz question. I should see the question and multiple possible answers to choose from.

2. View Scoreboard

As a user, I want to view the scoreboard so that I can see my score and compare it with others.

Acceptance Criteria:

Given that I am on the start screen, when I press the "Scoreboard" button, I should be taken to the scoreboard. The scoreboard should display scores from highest to lowest.

3. Restart Quiz

As a user, I want to restart the quiz after viewing my results so that I can take the quiz again.

Acceptance Criteria:

Given that I am on the results screen, when I press the "Restart Quiz" button, the quiz should restart with new or reshuffled questions.

Group collaboration:

I worked alone on this project, which I think went fine. It allowed me to make all the decisions myself, which meant I could work fast and be satisfied with how the project turned out. I did discuss with some fellow students about how they made their apps, and used some of that knowledge to develop mine, but in the end, I think I created something unique.