Geometry Application

*Delivery Timeline:*

Week 6 – February 8th, 2016:

* Initial Wireframes have been done through
* Incorrect button feedback has been implemented
* Several questions from the lesson implemented
* Allow user to choose a chapter, lesson
* Allow the user to see the chapter split up into lessons
* Chapter 1: Tools of Geometry Completed
  + 3 Lessons Completed along with this chapter
* Chapter 2: Lines and Angles Completed

Week 7 – February 16th, 2016:  
**Milestone: User is able to go through a single chapter successfully**

* Icon’s/Basic Design of the application feel
* Allow the user to choose an exercise (User Story #13)
* Allow the user to see the lessons split up into exercises (User Story #12)
* Introduction Page of each Lesson
* Allow the user to track their progress thru chapters, lessons and exercises (User Story #11a)
* Show progress bar of the current lesson (User story #11b)
* Chapter 1-3 Lesson Plans Finished
* Work on UI/UX and possibly implement certain small features.

Week 8 – February 23rd, 2016:

**Milestone: User is able to navigate back and forth through several chapters, complete with introductions to the lesson, as well as a variety of questions in the chapters**

* Menu button for navigation
* Allow user to go back to previous screens
* Implement multiple types of questions that the user can participate/learn through
* Begin implementing the gamification of the app.

Week 9 – February 29th, 2016:

**Milestone: Geometry Application has smooth UI/UX experience, allowing the user to go through the application learning Geometry**

* Implement locked topics
* Implement point system for users to track their progress
* Chapter 4-5 Completed: (Lesson plans/questions written out)
* Full UX design of the application including look and feel of the application

Week 10 – March 7th, 2016: Delivered