**CSC 726 (INTERNET TECHNOLOGY)**

**C/A ASSIGNMENT**

**Design and implement an android educational quiz game for grasping elementary concepts in a specific undergraduate CSC course in university of Ibadan using professional mobile application development methods**

**Oral Presentation**

* An in-class presentation about the design, creation, and use of the application should emphasize the followings:
	+ Your proposed design and development methods making use of standard software engineering principles such as:
		- object oriented programming,
		- Event-driven and multi-threaded programming,
	+ A presentation of your proposed model, analysis and design architecture
* A discussion of your proposed positive user experience methodology using Android-specific mobile development concepts

**Hints and Final Report**

1. Identify at least 10 potential users of your project among UI Computer Science undergraduates students, and discuss their needs. A model of your design should be presented orally and approved by the lecturer to ensure that it is ambitious but yet yet attainable.
2. Implementation of the project prototype should be completed within 2 weeks of your presentation. Polish or graphics are not important at this point, and placeholders are acceptable for large functional sections of the application, but all screens should be present and the flow from one screen to another should be working. This form of the application may be shared with your potential users and any differences in expectations should be resolved at this point.
3. By the end of the semester, the application should be done. The application should be shared with potential users for user experience study, and their feedback should be taken and reported in your final documentation
4. In not more than two weeks after your exam, the application should be done and in the Google Play Store through a general class account that will be crated.
5. In not more than two weeks after your exam, a user experience study involving at least 10 users, and the changes that were made based on this study, should be included in a written report. Your report should screenshots of your demo
6. Emphasis will be placed on a consistently working application that doesn't throw exceptions or errors.
7. Your user experience research report whose conclusions have been incorporated into the design of the application will be emphasized