

Case Study

# Flash E-book app for smart phones

An E-Learning application built in Flash for iOS and android based phones

#### Client need

Client is into building E-learning games for kids. In this case client wanted to build a learning game app for smart phones (iOS and android based). The concept the client had in mind was to have a game where kids can learn while having fun doing so.

#### Our Solution

After understanding the client need we suggested using Flash to build the app. We suggested having the EBook app built in a conversational format – where the student interacts with the teacher and learns. Client liked this approach and we got the game development done.

## About the EBook app

Ebook is a very eye catching application in which the students will learn on Hibernate. The entire Hibernate process is explained by the teacher to the students through their conversation. There are three options like "Read myself", "Read to me", "Auto Read". In "Read myself" user will read and change the script on their own. In "Read to me" user will change the slide and read automatically by the system. In "Auto Read" system will automatically read and change the page after a certain time interval.

Then the conversation will start between the students as well as with the teacher. On the UI user will find the Pause button to pause the conversation. If the user wants to exit from the application then an Exit button is present. To move the page right and left by the user two arrows are present. In between the conversation some animations are also present which are done by **flash timeline**. Page numbers are also displayed on the UI to the user.

### About our Client

Client E-learning games development | Location US | Industry E-learning game Development

## **Technologies**

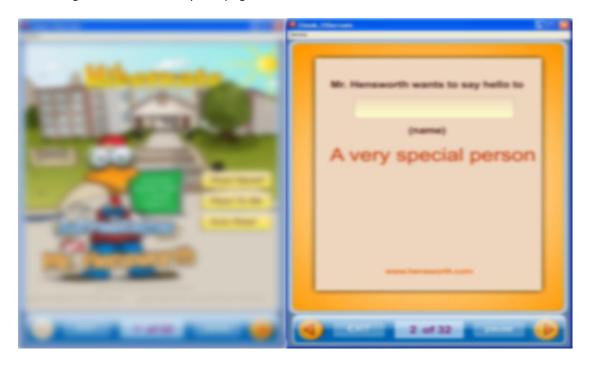


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# Flash CS5.5, Actionscript 3.0, SVN

# EBook screen shots

## Home Page and other subsequent pages





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# Future relationship

The client was pleased with Mindfire's effort and reckoned that they were happy to have discovered a professional offshore IT unit. We shall continue to be the service provider for the next versions of the client's product. They have not only allocated the support and maintenance work of the current system to Mindfire but have also chosen us for future customization work.

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