



# Mobile App for Trivia Puzzle

## An iPhone App

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### *Executive Summary*

This app is a trivia brain game which presents an overview of the exciting developments that are currently taking place in the field of entertainment and education. This game is fun and easy to use with over 16,000 trivia questions and dozens of questions packs. High score chart keeps track of any user's best progress in the game. This quiz covers questions related to maximum areas of interest.

The questions asked cover a wide range of areas like sports, arts, movies, celebrity, animals, business, comics and some which are specifically country based.



The purpose is:

- to provide a quiz with different levels of difficulty which gets harder as the user advances through the game .In a way, it is the challenge that the game presents which draws the attention of the user to play.
- to focus on the recent happenings

This game is needed to play the expansion packs and it comes over with 4,000 FREE questions and 12,100 more which can be purchased. There are 3 different types of hints one can use: eliminate answers, poll the people and replace a question that makes the game more interesting.

### *About our Client*

**Client** | Founder and President of a Technology company | **Location** Seattle, Washington



## *Business Situation*

The US firm set out to achieve its primary goal – to build an mobile quiz app.

- Target devices – aim for as much consistency as possible, but use native APIs and GUI controls for design consistency within the platform.
- The entire game is 'locked' in vertical orientation.
- Do not interfere with standard phone functions, like making phone calls etc.
- Mode of purchasing that suits as per platform.
- Integration with the Third party server, i.e. OpenFeint.

### **For the security purpose,**

- The questions are included in compiled code so that the files cannot be opened and hence the questions.
- The expansion packs in the game cannot be hacked / unlocked, and there is security against the redistribution.

### **Questions Structure**

- The questions are stored in separate files for each category.
- Entire categories or every question can be purchased with unlocks upto 16,100 Qs which can be randomized and played in a single game.
- The questions follow specification format.

## *Solution Details*

### **The Mindfire Solution**

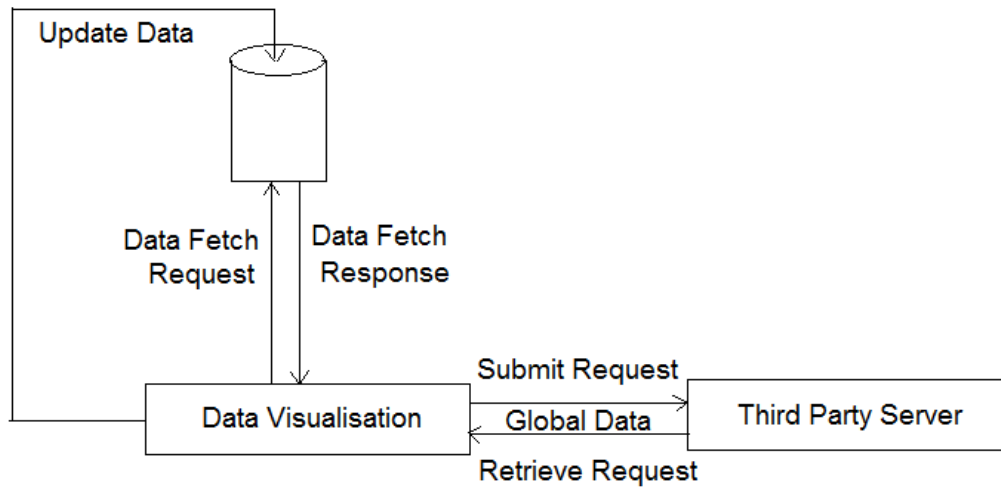
Accepting the challenge of the complexity of work, Mindfire's developers started putting in their effort to develop this app. Few discussions among the developers lead to a plan to build the mobile quiz with the aim of delivering the highest possible quality project and a solution that exceeds the customer's expectations.

Mindfire's developers have made a lot of modifications and updates in the project from time to time, as required by the client. Also we have provided the effective suggestions which proved to be of consequence

We have used In-App purchase in iPhone and PayPal in Android for purchasing the expansion packs.



Here are some screens that are designed as per client's specification.



- **Open Feint Menu** – new user can create / switch account .
- **Main menu** – displays the list of available options.
- **Select Game** - displays a list of question packs that to be played.
- **Game Quiz** – displays a question with three hints \ difficulty level \ timer.
- **Achievements** – user can view his achievements.
- **High Scores** – user can view local/global high scores.



### *Achievements*

The main hurdle on this project is to how to generate a number which is not on the same row, column and sub grid. To develop this, our teams efficiently implemented the Backtracking algorithm, which generated a number which was unique for the same row, column and sub grid on a great speed.

### *Technologies*

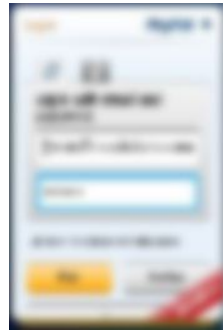
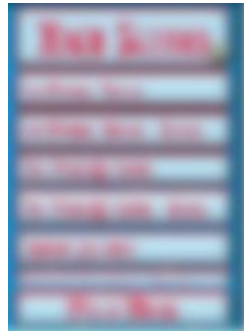
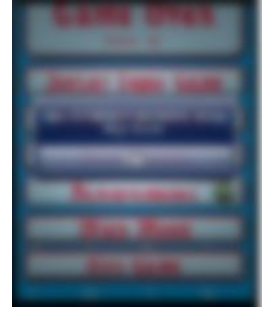
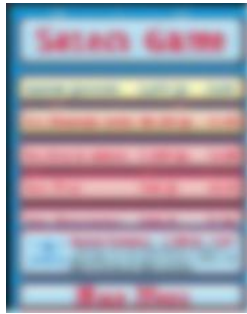
- iPhone SDK, Cocoa Touch, Xcode3.2.5.



*Final results*

**Software system**

**Screenshots :**





### **Customer benefits**

The end product which the client received was a very exciting development in the field of education and entertainment. It is a very user friendly app which is also affordable as there are some free question packs.

### **Future relationship**

After the successful completion of this project , the client was pleased with Mindfire's working solution. They wanted us to implement the next version of this quiz game with some more user friendly options.

Currently discussions are on regarding the ideas which need to be implemented and the corresponding time estimations.