

Final Year Project Report

Kids Hub



Project Advisor:

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Submitted By:

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Session

2014 - 2018

University of Management and Technology

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Dedication

Our project is dedicated to our cherished guardians, educators who helped us in every phase of the project. We would also like to dedicate our project to our friends who have supported us throughout the process in any way. This would not have been accomplished without their bolster, direction, comprehension, tolerance and love.

Final Approval

Panel of Examiners

- **Head of Department**
Department of Computer Science
UMT Lahore

- **Program Director (FYP)**
Department Of Computer Science
UMT Lahore

- **Supervisor**
Department of Computer Science
UMT Lahore

- **Co-Supervisor**

Acknowledgment

In performing our assignment, we took help and guidelines of respected persons, our special gratitude and thanks goes to our FYP advisor “Sir Ahtsham Ali” .Our UMT also deserves our deepest pleasure and respect for giving us a good guideline for final year project throughout the semesters. We would also like to expand our appreciation to all those who have guided us in completing our FYP.

Project Title

Kids Hub

Objective

With the growth of technology, kids nowadays are more interested in using phones and tablets for playing games and watching videos as a result this makes books comparatively less interesting. Also since English isn't the mother language of many countries. Therefore the motive of this application is making kids learn and understand English in an interesting and different manner. In conclusion to this kids would now fluently grasp English

Undertaken by

Mr. Ahtsham Ali

Supervised by

Department of Computer Science UMT Lahore.

Starting Date

17th-Novemebr-2017

Completion Date

6th-June-2018

Tools Used

- **Unity**
- **Photoshop**

Operating System

Any android phone.

Documentation

According to the new Template.

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Abstract

Kids Hub is a game in which the player will be able to learn English. The player would have to complete different stages and tests in order to acquire the following that are Alphabet recognition, Phonic understanding, Syllable understanding. Also as the player progresses his progress is saved and every player has an individual profile/progress in the game.

REVISION CHART

Version	Primary Authors	Description of Project	Date Completed
<i>Draft</i>	Aimal Abid Hafsah Dawood	Initial draft created for distribution and review comments.	22/11/17
<i>Preliminary</i>	Aimal Abid Hafsah Dawood	Second draft incorporating initial review comments distributed for final review.	28/01/18
<i>Final</i>	Aimal Abid Hafsah Dawood	First complete draft with is placed under changed control.	20/05/18
<i>Revision 1</i>	Aimal Abid Hafsah Dawood	Revised draft, revised according to the change control process and maintained under change control.	29/05/18
<i>Revision 2</i>	Aimal Abid Hafsah Dawood	Revised draft, revised according to the change control process and maintained under change control.	24/07/18

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Definitions and Acronyms

Acronym	Definition
UMT	University of Management and Technology
APK	Android Application Package File
FYP	Final Year Project
DFD	Data Flow Diagram

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1. INTRODUCTION

1.1 Motivations

As the technology is growing, the new generation is more attracted towards technology that is they prefer playing games and using phone for different purpose. After looking into this, we found that this is a great opportunity, where we can provide them with an English learning game for kids in which now they would be using technology and learning something beneficial from it.

1.2 Project Overview

- Problems or Overview Statement

Today's kids find application and videos more interesting then books and physical studying material. Therefore the objective of our game is to completely make them understand and learn basic English.

- Customer

Our application targets mainly playgroup, primary and any kids that are in their learning age.

- Goals

The motive of this application is making kids learn and understand English in an interesting and different manner. In conclusion to this kids would now fluently grasp English.