The Jungle: An Educational App For Kids
Mohamed Fadlalla, Michael Henenber, and Drew Mather
Computing Technology, UNH Manchester
University of New Hampshire
Faculty Advisor: Mihaela Sabin

Motivation & Objectives
- Creation of an engaging and education animal guide application for children
- Use a variety of learning styles to better help the children learn
- An interactive species and animal selection pages
- An animal fact generator that will display random animal facts
- A quiz that will test on the animal facts

Approach & Methods
- Divided tasks of designer, documenter, and implementer between group
- MIT App Inventor used for development and creation
- Collaboration and sharing between group using Google documents

Results
- The application is fully working with all the wanted functions
- The fact generator will generate a random fact and the quiz functions correctly

Conclusion
- The application has all the desired functions
- The application is designed in a way that is easy for children to understand

Motivation & Objectives Diagram

Approach & Methods Diagram

Results Diagram

Conclusion Diagram