



GRADUATION PROJECT PROPOSAL

Academic Year/Semester: 2012/2013 – First Semester

A.GENERAL INFORMATION

- A1. Supervisor(s): Hossam M.J. Mustafa
 - A2. Mobile kids learning Application
 - A3. Number of Students: 1
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B.PROJECT ABSTRACT

This project will design and implement a smartphone application for teaching kids the basic learning: letters, numbers and speaking. The application will include some attractive games for kids.

C. REQUIREMENTS (both hardware and software)

- **Hardware : PC, Smartphone**
 - **Software: Suitable Mobile development language and database, Adobe Flash, suitable smartphone emulator.**
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D.PROJECT PHASES

- 1- Identify Requirements
 - 2- Analysis
 - 3- Design
 - 4- Writing Report
 - 5- Implementation
 - 6- Testing
 - 7- Writing Final Report
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E. SCHEDULING OF PHASES

- Semester 1: 1, 2, 3 and 4
Semester 2: 5, 6 and 7