Abstract
Many students of the Information Technology Program may find effective studying techniques challenging to implement into their daily lives; and find it harder to create a reliable habit of studying.

Features
• Questions associated with ASU IT courses to prepare for the CCNA certification exam.
• Harder questions = more points.
• Friendly competition between friends.
• User Profile for achievement tracking.

Project Description
What
CNAT is a fun and exciting adventure game that helps students to prepare for the Cisco Certified Network Associate (CCNA) certification.

Why
• Less money to spend on studying.
• Increase student engagement.
• Help students develop non-cognitive skills.
• Encourage better studying habits.

Who
Students can engage other students to study, compete against one another, or help each other with struggling topics to improve their skills.

Process
Structured Analysis for concept to logical design; Agile iterative method for build to deployment

Lessons Learned
• How to use JavaScript
• How to properly build and use database
• Full-stack development

Technologies
SQL Visual Studio Code JavaScript, JSON, Jquery, CCNA Practice Test Booklet, JIRA

Future Work
• Ability to export into flashcards.
• Ability to import other materials for custom game.