

# Test project

## 2024 Invitational Friendly Guangzhou Mobile Applications Development

Team Colombia

## Introduction

Stroop Challenge is a game designed to challenge and improve your cognitive skills while having fun. Based on the famous "Stroop Effect", this game presents you with a series of mental speed and accuracy challenges that will test your ability to process and respond to information quickly and accurately.

## Description of project and tasks

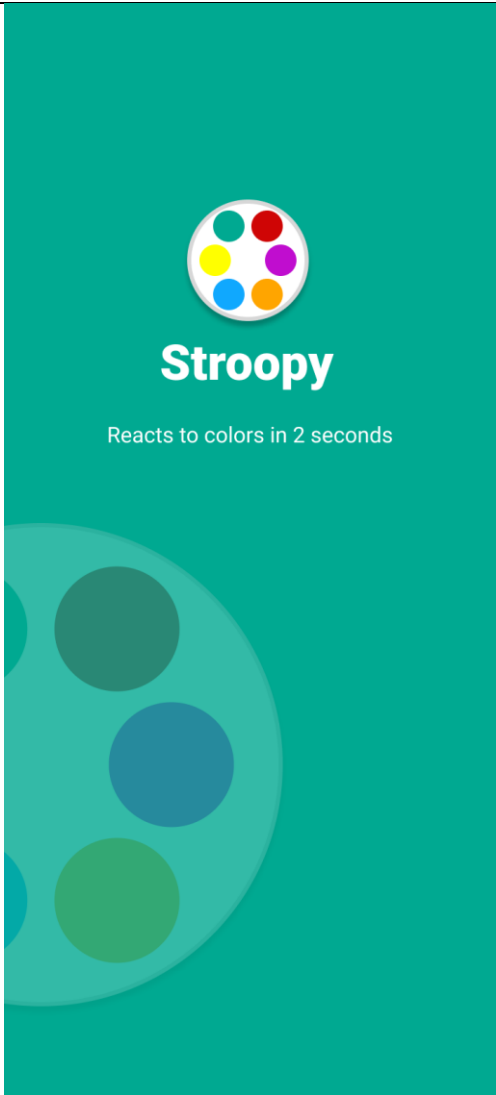
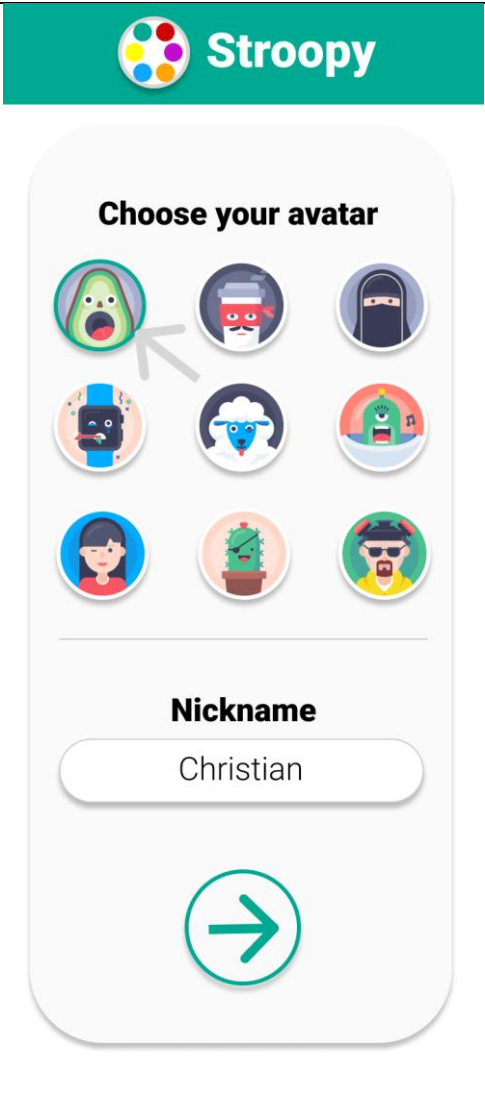

### Module:

- The competitor must create a complete mobile application and an installable APK (Android) or app(iOS) file depending on the operating system chosen.
- Emulator: Android - Pixel7 API 30, iOS - iPhone 8 Plus -.
- Create an app taking as reference the provided prototype.
- The competitor can NOT change the prototype because the company's design team already did the market research and decided this GUI design.
- Must use the application icon according to the prototype (logo, symbol) and the Launcher Icon in the installed app.

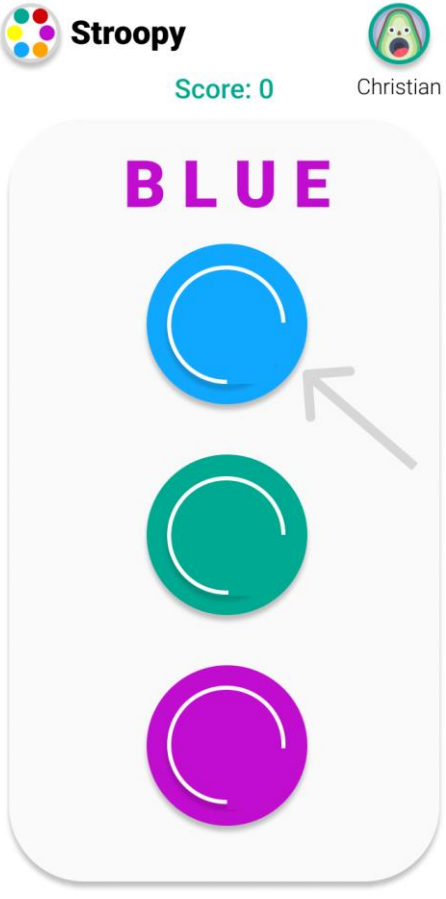
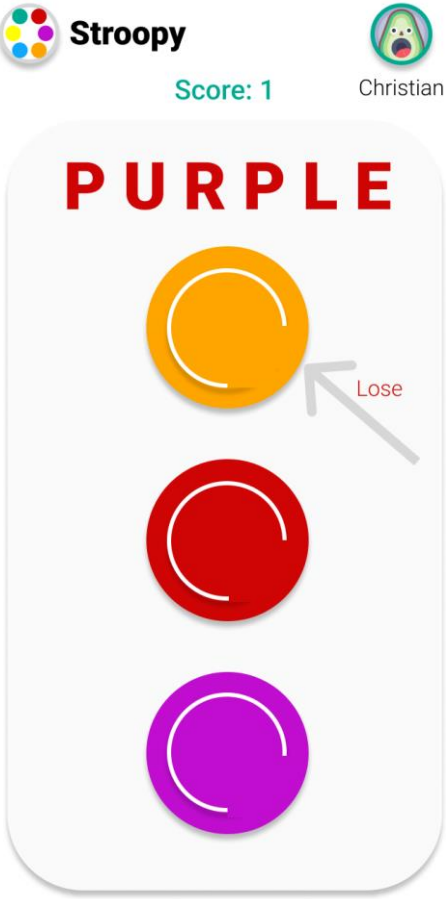
## Module time

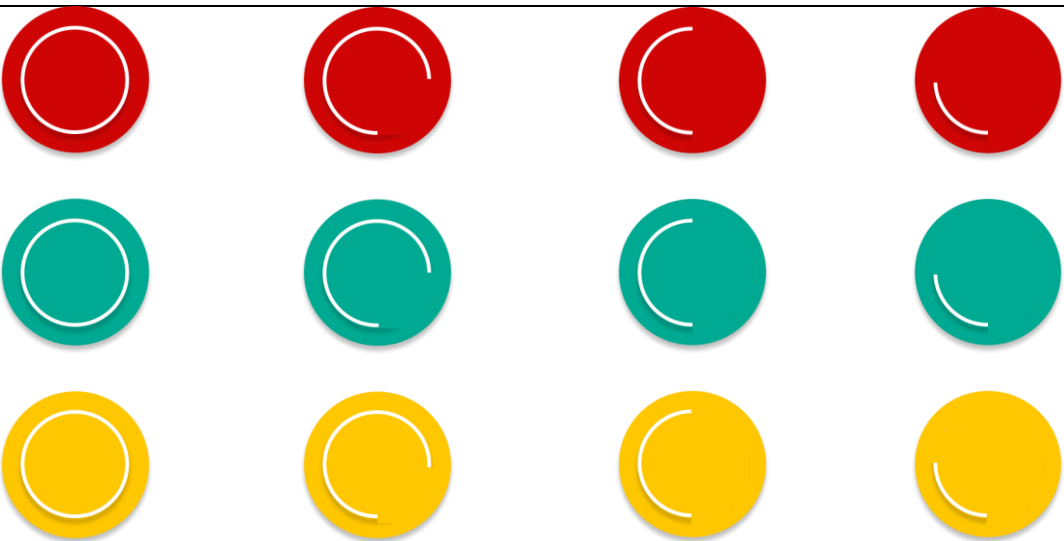
**5 hours**

## 1. Splash and Welcome Screen

	
<p>Splash Screen</p>	<p>Nickname Screen</p>
<ul style="list-style-type: none"> <li>• Create a Splash Screen and Nickname Screen.</li> <li>• The created screens must match the content of the prototype.</li> <li>• When opening the app, the Splash Screen must be shown for 3 seconds and then go to the Nickname Screen.</li> <li>• By clicking on the following button (  ) you should be directed to the Game Screen</li> <li>• The Game Screen should display the selected name and avatar according to prototype.</li> </ul>	








## 2. Game Screen

 <p>The image shows the Stroopy game interface. At the top left is a logo with five colored dots. Next to it is the word "Stroopy" in bold. To the right is a small circular icon of a person's face with the name "Christian" below it. Below the name is the text "Score: 0". The main area is a light gray rounded rectangle containing the word "BLUE" in large, bold, blue capital letters. Below the word are three colored circles: blue, green, and purple. Each circle has a white line forming a circle. A gray arrow points from the right towards the blue circle.</p>	 <p>The image shows the Stroopy game interface after a loss. At the top left is a logo with five colored dots. Next to it is the word "Stroopy" in bold. To the right is a small circular icon of a person's face with the name "Christian" below it. Below the name is the text "Score: 1". The main area is a light gray rounded rectangle containing the word "PURPLE" in large, bold, red capital letters. Below the word are three colored circles: yellow, red, and purple. Each circle has a white line forming a circle. A gray arrow points from the right towards the yellow circle, with the word "Lose" in red text next to it.</p>
Game Screen	Game Screen (when lose)
<ul style="list-style-type: none"> <li>• The Game screen displays one of the following words in capital letters and randomly: Blue, Yellow, Purple, Red, Green, Orange.</li> <li>• The word must be randomly painted with one of these colors: Blue, Yellow, Purple, Red, Green, Orange.</li> <li>• Since there are 6 colors and only 3 answer choices, there must always be a match between the word and the color shown on the screen.</li> <li>• The player will only have 2 seconds to answer</li> <li>• Every 500 milliseconds one quarter of the white line must be removed from the answer options.</li> </ul>	







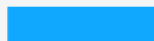

- If the player answers correctly, a point is added to the top of the score and a random word and color is displayed again.
- If you do not answer or your answer is wrong, the game is over.
- When a player loses he should be redirected to Ranking Screen 2 seconds later.

### 3. Ranking Screen

 <b>Stroopy</b>  Christian <div> <h2>Ranking</h2> <div>  <b>Yixiao</b> Score: 15 </div> <div>  <b>Min Li</b> Score: 10 </div> <div>  <b>Park</b> Score: 4 </div> <div>  <b>Kim Do</b> Score: 4 </div> <div>  <b>Christian</b> Score: 1 </div> <p>Select a player from the top</p> <p>or</p> <div> Play again New player </div> </div>	<div>Ranking Screen</div> <ul style="list-style-type: none"> <li>Ranking Screen should show the last 9 highest scores from highest to lowest and the player's name and avatar.</li> <li>The name of the player who has just finished the game and his avatar should be displayed at the top of the screen.</li> <li>You can replay the game by selecting a player's avatar or name from the list.</li> <li>You can play again by selecting the Play Again button, and you must play with the player who just finished the game.</li> <li>You can play again by selecting the New Player button and it should go to Nickname Screen.</li> </ul>
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### 4. Fonts and Colors

- Font sizes and colors match, agree, similar or equal to the prototypes.

						
	#FFC700	#00A991	#C00DCF	#CF0505	#10A8FE	#FFA500

## Competitor Instructions



1. The application icon must be this:
2. The generated APK is evaluated.
3. Link to prototype: <https://www.figma.com/file/B5qGlrY71sxOI7jP1olqBL/Stroopy?type=design&node-id=0%3A1&mode=design&t=L4dYk43PyHtjlr3v-1>