

# CAPTAIN CILLIAN

## 1. INTRODUCTION

"Captain Cillian" is a standalone mobile application based on a series of children's books of the same name. The application is comprised of interactive, educational pages for children to enjoy. The app should be free to download from the corresponding Application Store.

The software is designed to be used with both touch devices and keyboard/mouse to maximize user base and ease-of-use for its audience.

This is an ongoing project. This project was recently managed and created by Alina Danci and Dennis O'Neill. Dennis decided to move courses in forth year and therefore was taken of the project. Alina continued this project onto forth year with two new co-workers John Lavin and Diarmuid Byrne.

### 1.1 OBJECTIVES

The project was put back into production due to some requests the client had for the app and were not met:

- The previous application was created on a Windows phone platform. Therefore not reaching the client's needs.
- The client wants an application that can be cross platform that would be able to reach more audience.
- The client also wants more quality and less quantity.
- The client changed her mind about displaying content of the books in the app and now wants the image of the books displayed with a link to her website where they can be purchased.
- The client changed the main headings of the app. These have to be updated from CREATE to CREATE & PLAY, from FUN to OCEAN FACTS, from LEARN to LEARN IRISH and EXPLORE remains at the same heading.

## 1.2 SECTIONS OF THE PROJECT

### 1. Explore :

The explore section will draw heavily from content within the books, as selecting explore from the main menu will provide another menu displaying the different book covers. Clicking each cover will bring you to the website where you can buy the books online.

### 2. Learn Irish :

This section will focus on familiarizing the users with common Irish words and phrases. It will consist of a “match-up” game where multiple Irish words or short phrases are given on a grid layout, and must be matched to a corresponding pictures/icons. The grids are 4x4, or 4x5 but are shown below as 3x3 for easier illustrative purposes.

### 3. Create and play:

Write a story allows the user to create their own storyboards, by supplying them with a background scene and sprites on a navigation bar at the side of the screen. You can drag and drop icons, zoom them in or out as you please, you can also type in a little story about what you have created.

### 4. Ocean Facts:

The Ocean Facts section draws from the theme of sailing with Captain Cillian. The scenes contains a puzzle game Pick and place the puzzle piece. On the side of the puzzle there will be a fact displayed about puzzle you just created. This is a new way of learning facts while also having fun.

## 1.3 URL- LINK TO GITHUB

<https://github.com/AliLigi/ProjectDocumentation> - This link will bring you to the place where our documentation is stored. We decided to create two different repositories because the amount of information was too large to fit into one github repository. This repository holds the Specification that we did at the start of the year for the client, it also holds the previous documentation from 3<sup>rd</sup> year and other planning documents and information that was important to add to the project.

<https://github.com/DiarmuidByrne/Captain-Cillian> - This repository stores the code that we put together, this will display the final code. Each team member forked this project and updated on the section they were working on.