CAPTAIN CILLIAN

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.

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.

CHOOSING PLATFORM

Due to the clients requirements of creating a cross platform application we only had a few choices of software we could use.

The process in choosing the right software:

We had two software in mind Ionic and Unity.

IONIC:

Advantages:

- Cross platform
- Main development in html, css and js

- And being able to use great frameworks like angular, which is embedded in ionic by default.

Disadvantages:
- No experience with this piece of software
- It will take a bit of time to get used to using it
- It's been described as being <u>slow, tricky</u>

UNITY:

Advantages:
- Easy to use
- We have all used it before
- Cross platform
- Has a free version
- Allows for rapid prototyping
- Asset store
- Collision detection without mathematics

Disadvantages:
- Using the engine requires you to agree with their policies
- Expensive if you need all features.

In the end considering all of our options and all of our skill sets we decided to use Unity. As it had more of the assets we needed to create the best application we could in the time we had.