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Final Raport

Programming for mobile devices

Decision Wheel App

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1. Abstract

In today's society we have a whole lot of choices to make at each step in our lives. Let it be big decisions or tiny decisions, like what to eat or where to go out.

People prefer to make these decisions as easily as possible, that's why a Tiny Wheel Decision App would be useful in different situations.

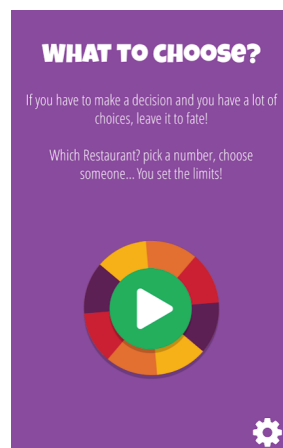
2. Motivation and users

I struggle with making even the smallest decisions and it can be annoying for both myself and my friends. I have never actually used a similar app, but I've heard about them recently and I decided to make one of my own.

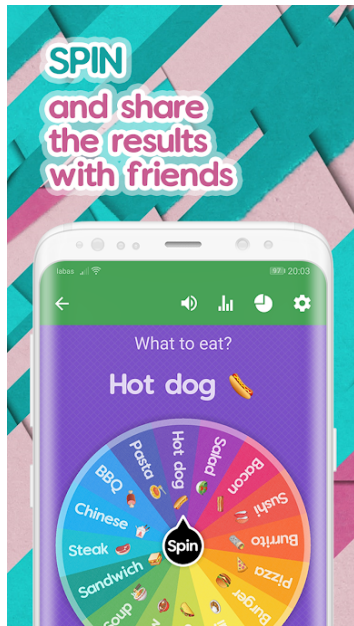
This kind of app could be used by a kid who doesn't know what game to play, by a teenager wondering where they should go out for the weekend, by a gym enthusiast who can't decide what exercises they should do or by a middle aged person confused about what to cook tonight.

3. Similar Applications

- Decision Roulette



- Spin The Wheel - Random Picker



- Daily Decision Wheel



4. My Contribution

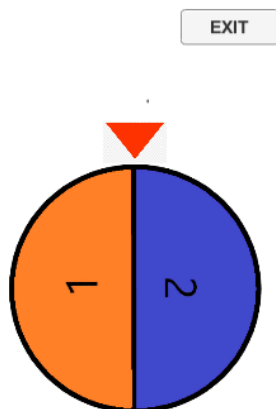
My app has nothing more special than these apps shown above. It has a simple interface and there was no need for a database or an user authentication.

My contribution was the frontend part, I decided how it should look, and the small bit of script I used.

5. User's Manual

My application has a simple interface, the first page having a main menu where the user can go to the wheel by pressing the start button.

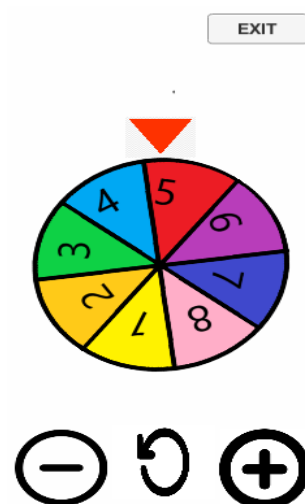
Next the application will take the user to the wheel which in the first phase has 2 sections. There is a button to spin the wheel and a plus button to increase the number of sections.



The user can choose a maximum of 10 options. All you have to do is start the app and set the number of things you have to choose between, spin the wheel and get your answer.



At each state in the game, the user can exit it by pressing the exit button at the top of the wheel.



6. App Structure

The application was created in Unity using a small bit of code in C# for the spinning effect.

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class spinning : MonoBehaviour
6  {
7
8      float rotSpeed = 0;
9
10     void Start ()
11     {
12
13     }
14
15     void Update()
16     {
17         if (Input.GetMouseButtonDown(0))
18         {
19             this.rotSpeed = 100;
20         }
21
22         transform.Rotate(0, 0, this.rotSpeed);
23
24         this.rotSpeed *= 1.5f;
25     }
26 }
```