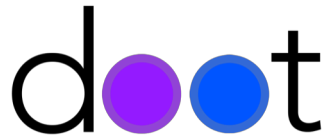Andrew Gorman

doot App Proposal

2018

doot is a SpriteKit game for iOS, coded in Swift, where you eat small doots to grow your character and collect points. At the end of each level (when you close your circle) you get the points for each doot inside your circle.

As you will see in the UI Mockup beginning on page 4, there is a tutorial available (pages 6-9). Please read the tutorial then consult this page with questions.

Terms:

doot – small dot of color that either helps or hurts you

Character – Each user has a character they use to collect doots. I have not yet been able to decide on a name for the character.
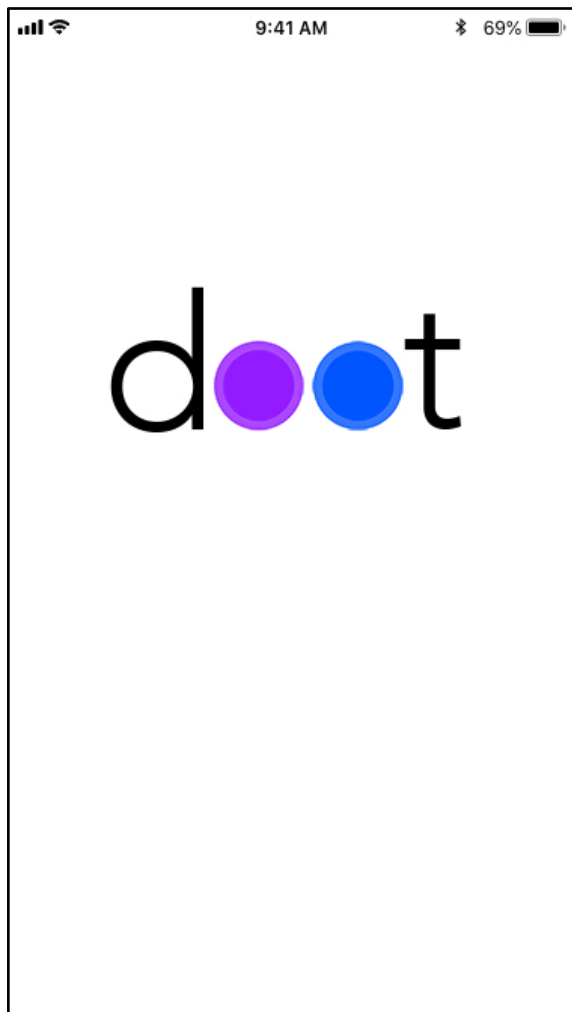
doot

- Font:
  - Avenir Light (Body & Headers)
  - Avenir Medium (Action Callouts)

- Colors:
  - Red: #eb0000
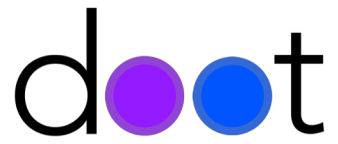 - Blue: #0055ff
  - Purple: #941aff
  - Green: #57d05a
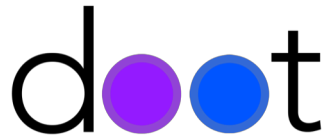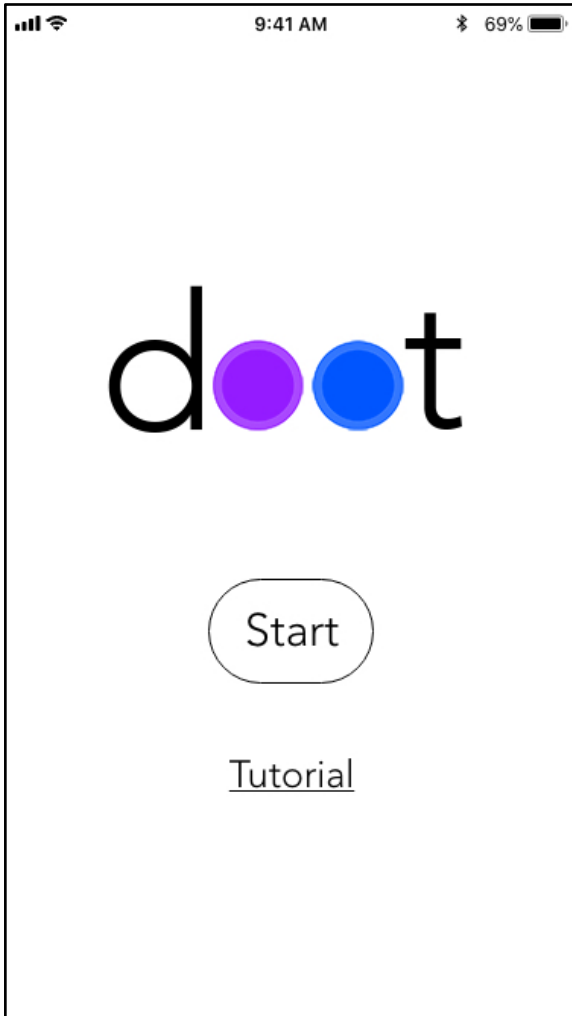
Launch Screen

- Purpose
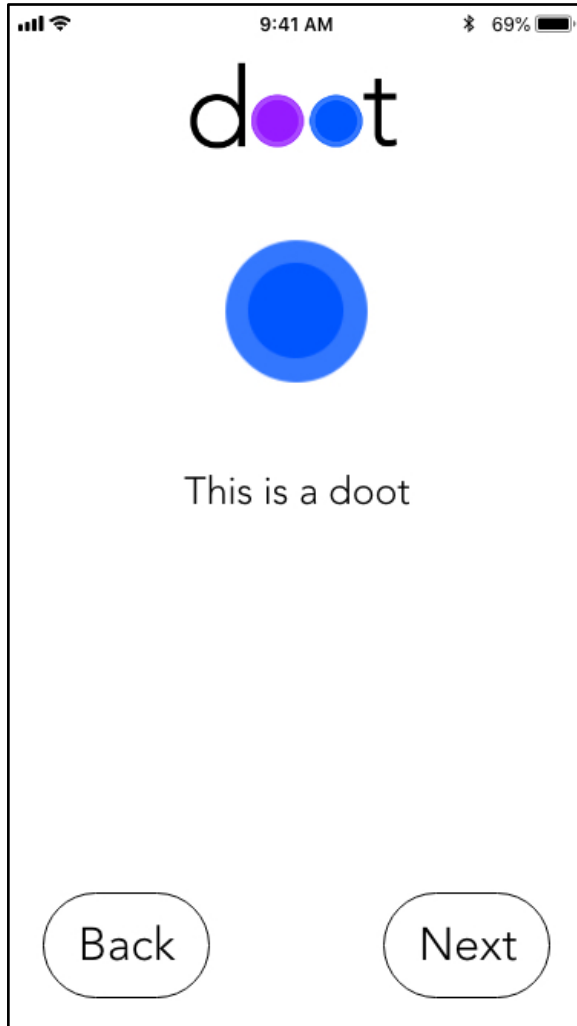 - Display logo until assets are loaded

Start Screen

- Purpose
  - Allow the user to start a new game or view the tutorial

- Buttons:
  - Start – Begins new game
  - Tutorial – Launches tutorial
  - **Optional** – Start becomes resume if game is left incomplete

- Notes:
  - May add links to the store/ a custom start screen that shows the users character
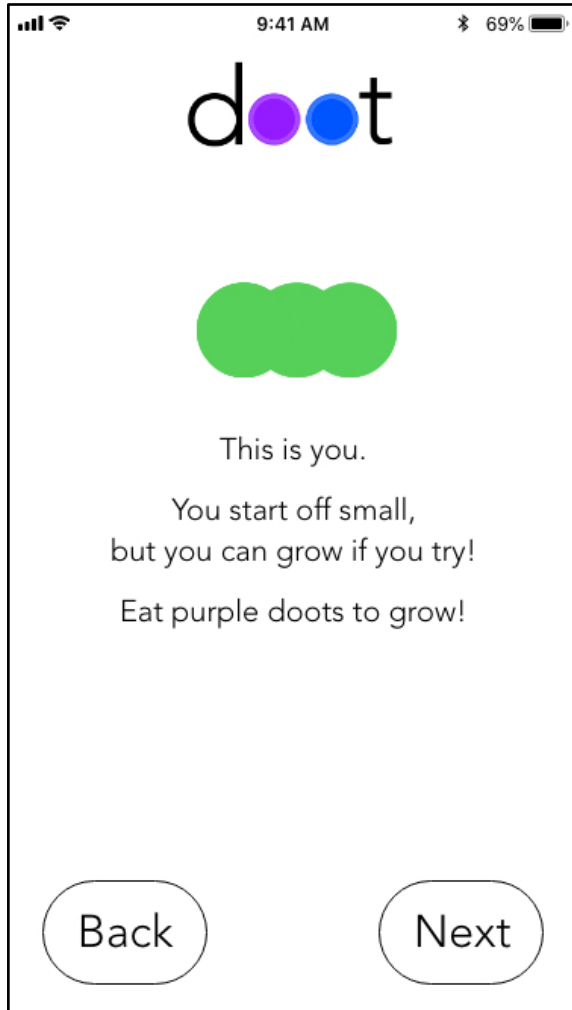
Tutorial Screen 1

- Purpose
  - Teaches the user the terms

- Buttons:
  - Back – Goes back to the main start screen
  - Next – Advances to Tutorial Screen 2
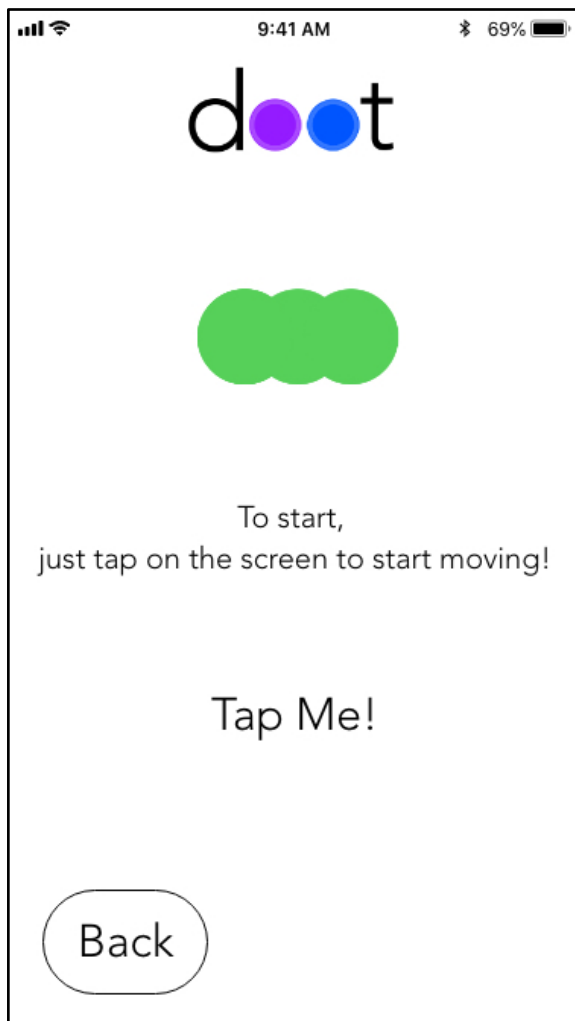
Tutorial Screen 2

- Purpose
  - Educates the users on the basic function of each color of doot

- Buttons:
  - Back – Goes back to Tutorial Screen 1
  - Next – Advances to Tutorial Screen 3

Tutorial Screen 3

- Purpose
  - Teaches the user the game mechanics

- Buttons:
  - Back – Goes back to Tutorial Screen 2
  - Next – Advances to Tutorial Screen 4

Tutorial Screen 4

- Purpose
  - Teaches the user the game mechanics

- Buttons:
  - Back – Goes back to Tutorial Screen 3
  - Tap Me! – Starts the Character moving, and begins a game

- Notes:
  - May make a slower paced game if you start through the tutorial, as it can be assumed that only novice users will utilize the tutorial as a means of starting a game.

  - Also: I will flesh out the tutorial more as time goes on, I'm assuming that it will become more apparent to me what else needs to be included in the tutorial as I work on the game and better define the game mechanics.
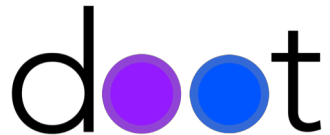
doot

Game Screen
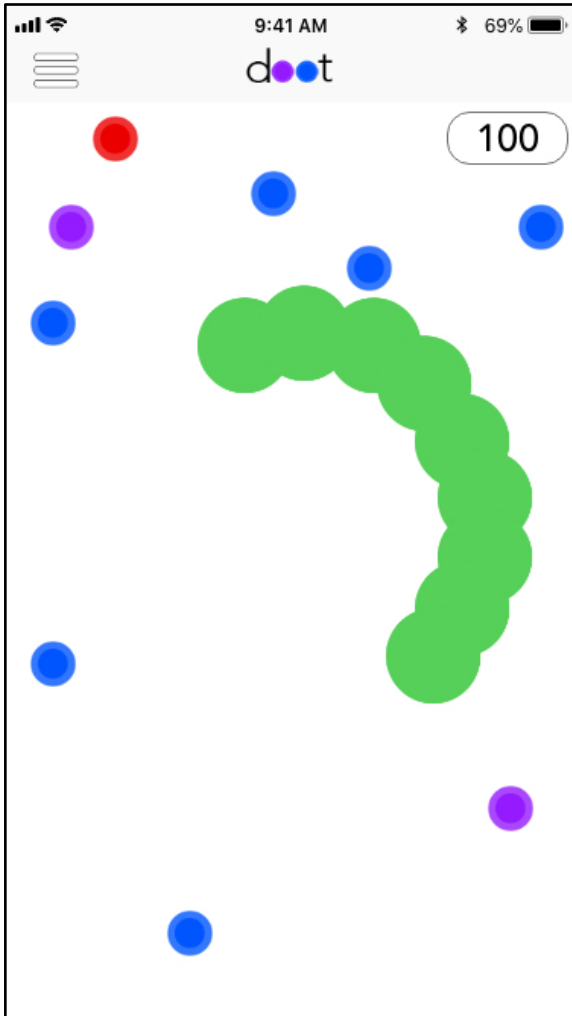
- Purpose
  - Playing the game

- Buttons:
  - Menu (top left nav bar button) - Opens menu and pauses game
  - doot logo – Pauses game and goes to start screen
  - **Optional** – May add a left nav bar button for pausing too… Not sure if that adds value or not.

- Labels:
  - Top left corner displays the current points

- Notes:
 - Still not set on the game mechanics, they're a work in progress.

Menu Screen

- Purpose
  - Allows user to pause game, change skins, and access the store(**Optional**)

- Buttons:
  - Menu (top left nav bar button) - Closes menu and resumes game
  - Screen – If the user clicks the game screen they will be put back into the game. May add text that says (resume?) below game paused to make it more obvious.
  - **Optional** – Store button is included for now as I would like to be able to feature different skins that you can redeem your points for, however that is a stretch goal for if everything else runs perfectly smoothly first try.

- Notes:
  - Still not set on the game mechanics, they're a work in progress.

- Stage 1:
  - Implement menu interface
  - Have a SpriteKit view made
    - No doots, no player character
  - Have tutorial made
  - Stretch Goals:
    - Have doots generate
    - Collision physics
    - Pretty animations between screens

Andrew Gorman - 2018
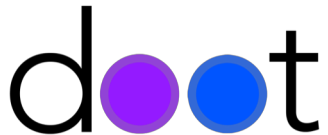
- Stage 2:
  - doots are generated and move randomly around the screen
  - Collision physics finished
  - Player model can move and collide with doots
  - Stretch Goals:
    - Player can eat doots and amass points
    - Points/Skins/Themes save between sessions
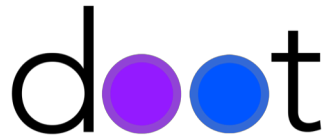
doot

- Final App
  - Menu and Tutorial screens work flawlessly
  - Player can move as expected
  - Player can interact with doots as expected
  - Stretch Goals:
    - Different player skins
    - Different backgrounds/app themes
    - Store functionality for themes and skins
    - Leaderboards