

COSC345 Assignment 1

Katelyn Harlan (4437710), Jack Bredenbeck (2834471),
Liam de Beer (1120311), Jacob Rowe (7372420)

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Introduction

So you've heard of Wordle, perhaps you've also heard of Worldle, Globble, and Flaggle, now get ready for Cuisinele. Our application follows a similar model to these games, instead with the user guessing the country of origin of a presented dish.

To fit with the theme of diversity, our game introduces users to many cuisines from many cultures and we hope it inspires some people to explore new cultures and expand their palette to be more diverse.

Who is in the team?

Member 1: Katelyn Harlan - Enjoyer of food, player of games. Katelyn majors in Computer Science, with a minor in Mathematics. She was selected for this group for her background in programming, mathematics, and physics. She has expertise in working with groups - distributing workloads, communicating with members, and ensuring the project is on track.

Member 2: Jack Bredenbeck - Jack is a Computer science major with some experience in Mathematics and Physics. He also has some experience in computer graphics and developing small games. His experience in these areas will be useful in the development of the game.

Member 3: Liam de Beer - Liam is a Software Engineering major, minoring in Computer Science. He was selected for this group for his expertise in programming and industry experience. With his programming expertise, Liam is an essential asset that will be able to deliver clean and fully functional features as well as help others through struggles or general bug fixes.

Member 4: Jacob Rowe - Jacob majors in Computer Science with a minor in Information Science. He was selected for his ability to work well in a team environment and his competence in programming. For this project, these skills are quite useful as the team working well together is crucial to meeting deadlines and delivering a complete and well made game.

What are we building?

We will be building a puzzle/trivia game where users look at an image of a dish and try to guess its country of origin. There will be one level available each day to keep users interested - possibly making opening the app each day a habit. This model has seen success with games like Wordle so we are hoping this success translates over to our game. Each level will allow for five incorrect guesses before failure and for each unsuccessful guess, the user will be given a hint, such as a fact about the country the dish is from. If the user does not guess the correct country within the given attempts, they will be transitioned to an "unsuccessful screen", with the correct answer and the option to share their result. Upon a successful guess, a user will be transitioned to a "success screen", which will include a recipe for the dish in question and the option to share how many attempts it took them to get the correct answer.

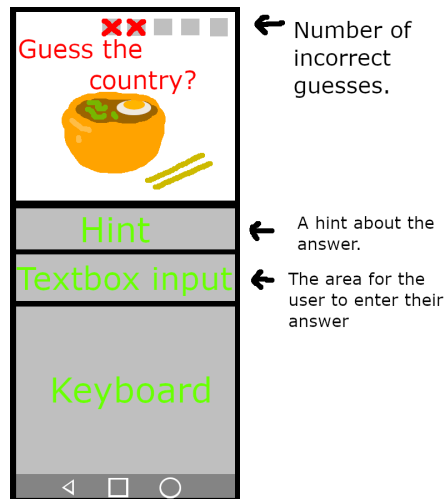


Figure 1: A mock-up of the main screen

How are we building it?

The application will be developed in Kotlin, using Gradle to handle the building and testing. We have found the site Pixabay to source free-to-use images of dishes. Care will be taken to ensure that the recipes included in the application are copyright free.

The Gantt chart indicating the work schedule for our application is provided at the end of the report.

What already exists and how is ours different?

There are many applications (web and mobile) that have a similar model to ours. The web game Wordle and its many clones/variants are what inspired and influenced our game idea. Like those games, we aim to have one puzzle/level per day and keep the user's game persistent even if they close and re-open it. Our UI layout also takes inspiration from the likes of Flaggle and Worldle with modifications to suit the features we wish to implement. There are also other food based Wordle-like games, however these do not involve guessing a country from a dish image. Our application also gives the user hints about the country via facts - which is not seen in other Wordle clones.

Target market and evidence of interest?

Our target market is people of all ages (particularly adults) who like puzzle games. Since the game Wordle is quite popular, our target is also those people who might be interested in a similar style game. The aspect of getting a recipe as a reward would make our game appealing to people who can't decide what to cook for dinner and want to try something new. It will introduce some people to cultures and dishes they never would have thought to make for themselves.

