

***BE NICE***

***NICE ONES: ERIC MOONEY, DOR RUBIN AND PHIL YUAN***  
***DECEMBER 2015***

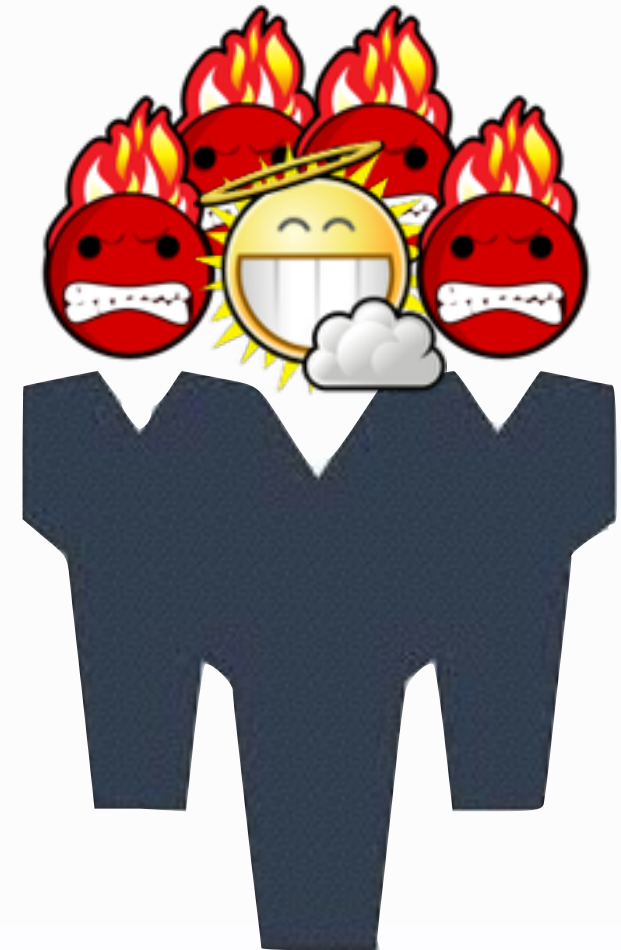
# ***OVERVIEW***

***BE-NICE IS AN APP DESIGNED TO CREATE AN EXPONENTIAL GROWTH OF GOOD FEELINGS THROUGHOUT A USER'S NETWORK OF FRIENDS AND FAMILY, INEVITABLY SPREADING ACROSS THE GLOBE DUE TO ITS INHERENTLY "VIRAL" GAMEPLAY.***

***IN A WORLD WHERE WE ARE CONSTANTLY BOMBARDED WITH NEGATIVITY AND SUPERFICIALITY, BE-NICE WILL BRING BACK THE WARM GLOW OF THOUGHTFUL HUMANITY.***

# ***PERSONA***

- ***MEET PHREDORIC, 28 YEARS OLD***
- ***INUNDATED WITH BAD NEWS AROUND THE WORLD***
- ***HAS LOTS OF FRIENDS BUT LITTLE TIME***
- ***ALSO JUST DOESN'T KNOW WHAT TO SAY***
- ***NEEDS A LITTLE PUSH TO REMIND HIS FRIENDS THAT HE CARES***



# ***TECHNOLOGY***

## ***APP (CLIENT)***

- ***TWILIO-ANDROID SDK***
- ***JNILIBS - NATIVE***
- ***ON CLICK, EVENT LISTENERS***
- ***ARRAY LISTS***
- ***GLOBAL VARIABLES***
- ***TYPEFACE***

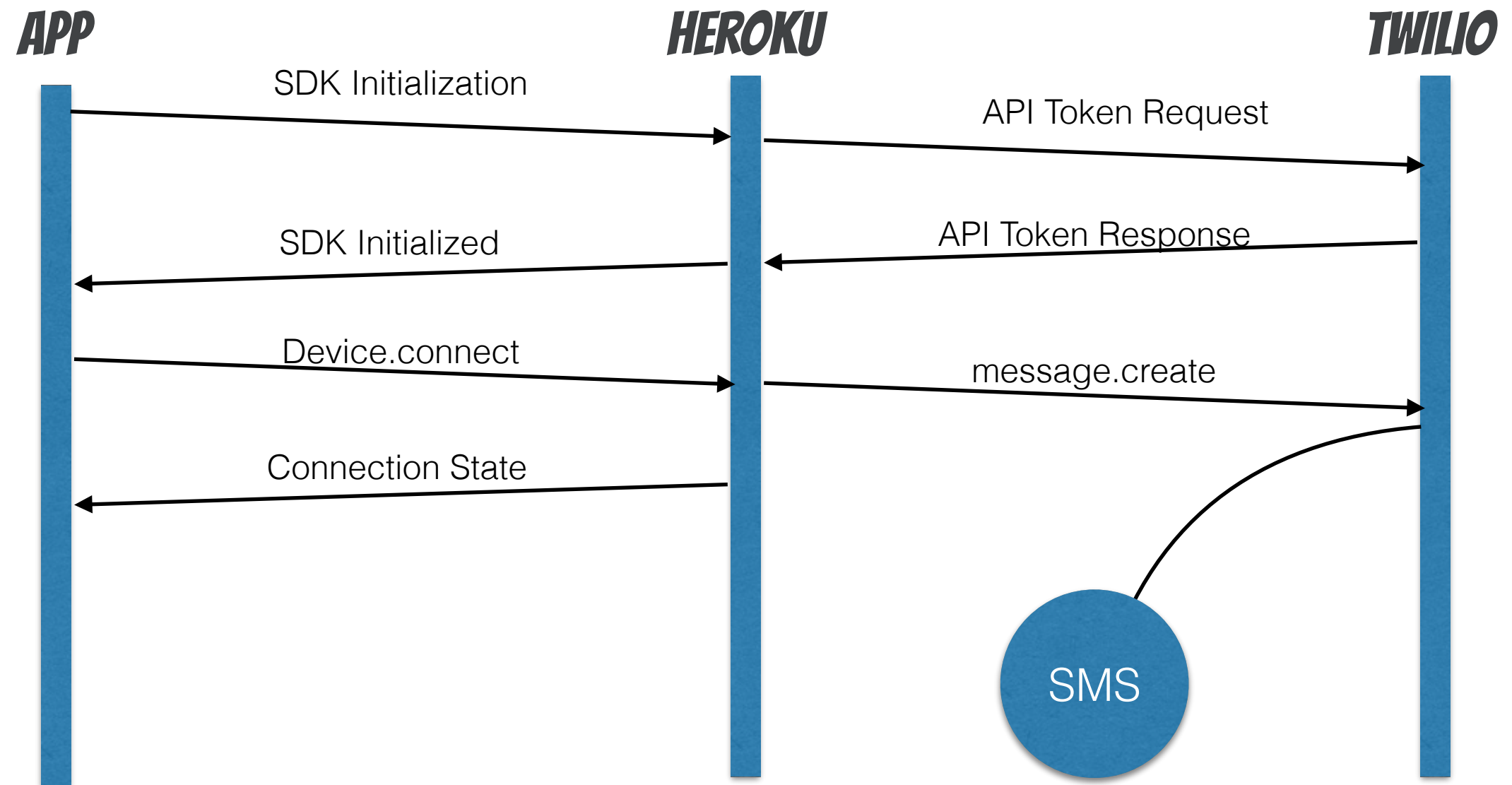
## ***HEROKU (CL/SRV)***

- ***WEBSERVER***
- ***PYTHON***
- ***HTTP REQUEST***
- ***GET/POST***

## ***TWILIO***

- ***TWIML XML MARKUP LANGUAGE***
- ***HTTP RESPONSE***
- ***PARSING***
- ***DOCUMENTATION***

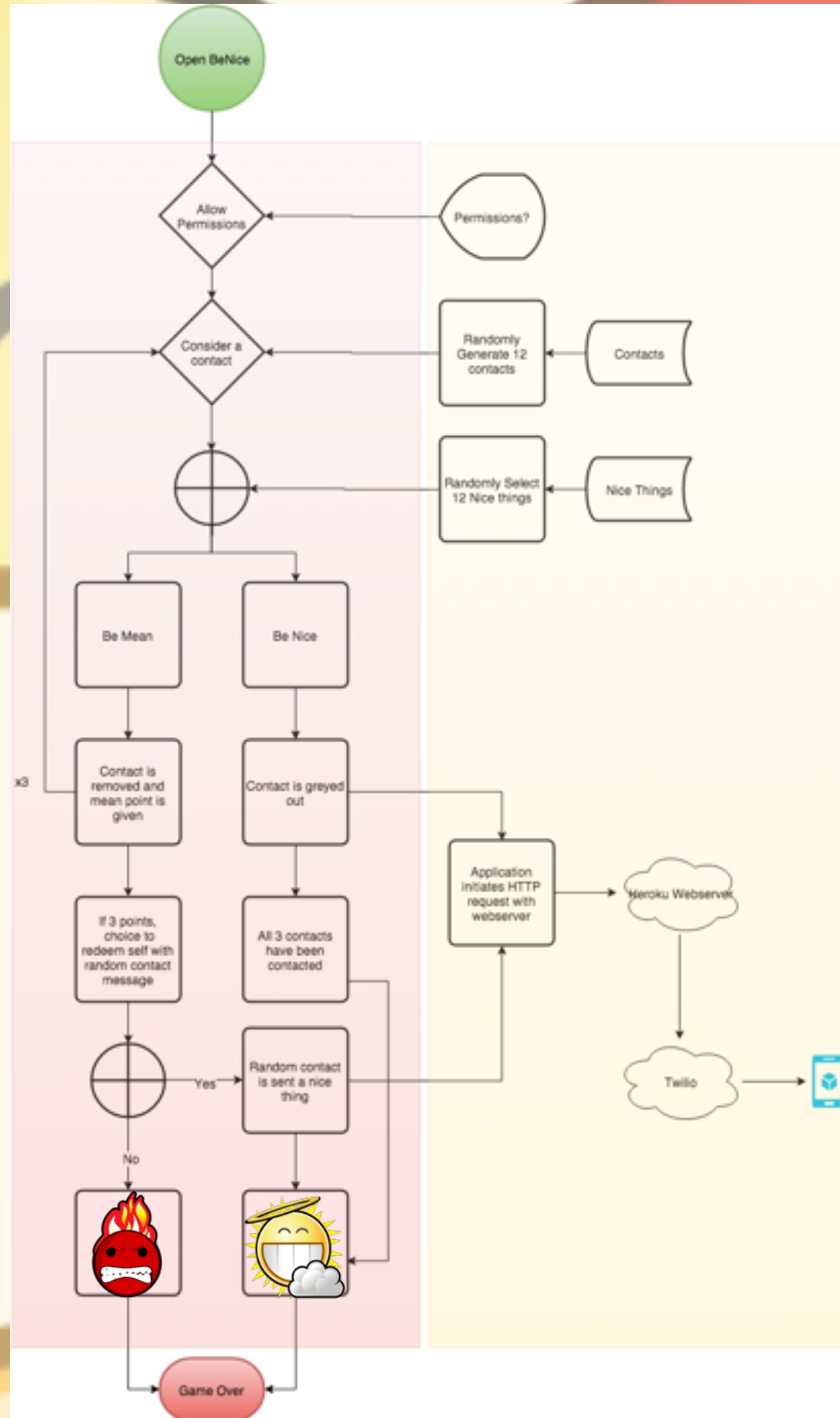
# TWILIO API





## USER FLOW KEY POINTS

- CONTACTS ARE ACCESSED WITH PERMISSION AUTOMATICALLY AFTER DOWNLOAD
- USERS HAVE A CHOICE INITIALLY OF 3 CONTACTS TO MESSAGE
- PRESSING SEND NEXT TO THE A NAME DELIVERS A TEXT MESSAGE TO USER WITHOUT LEAVING THE APP
- "BE(ING) MEAN REPLACES THE CONTACT WITH SOMEONE ELSE
- USER WINS BY SELECTING 3 CONTACTS AND LOSES BY PASSING ON 3

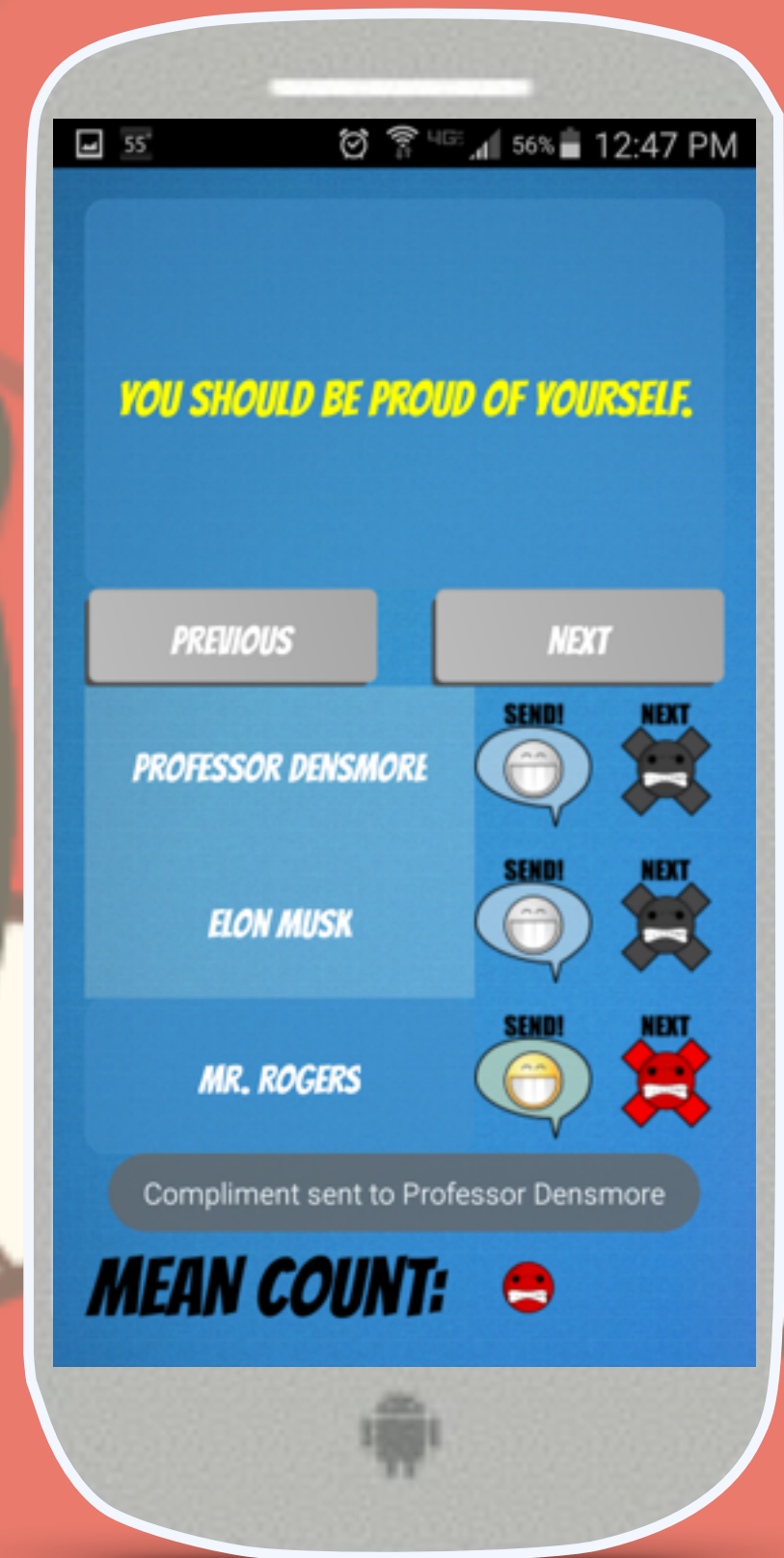


## BACK END KEY POINTS

- INITIALIZE INSTANCES OF CONTACTS AND COMPLIMENTS CLASS
- MESSAGES AND CONTACT INFORMATION ARE STORED AS STRING
- SELECTED CONTACTS ARE MOVED INTO A GLOBALS CLASS— PERSISTENT THROUGHOUT APP EVENTS
- MESSAGES AND CONTACTS ARE RANDOMLY SELECTED AND SHUFFLED
- TWILIO API USED TO INITIATE SMS MESSAGES THROUGH THE APP

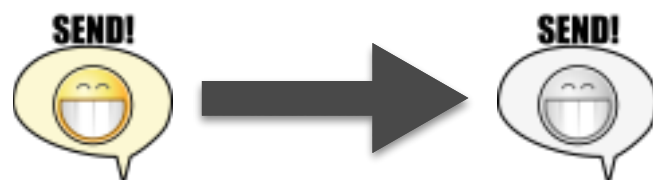
# ***GAME SCREEN***

- ***GAMEPAGE.JAVA***
- ***INITIALIZES MOST OBJECTS INCLUDING: CONTACTS, SMS, AND GLOBALS***
- ***RANDOMLY COLLECTS CONTACTS FROM PHONE AS WELL AS COMPLIMENTS***



# ***BE(ING) NICE***

- ***NICEGAMEOVER.JAVA***
- ***USER HAS SELECTED 3 OF HIS OR HER CONTACTS***
- ***HAVE THE OPTION TO REPLAY***



- ***FUTURE FEATURE- REMINDER OF PEOPLE YOU HAVEN'T REACHED OUT TO IN A WHILE***





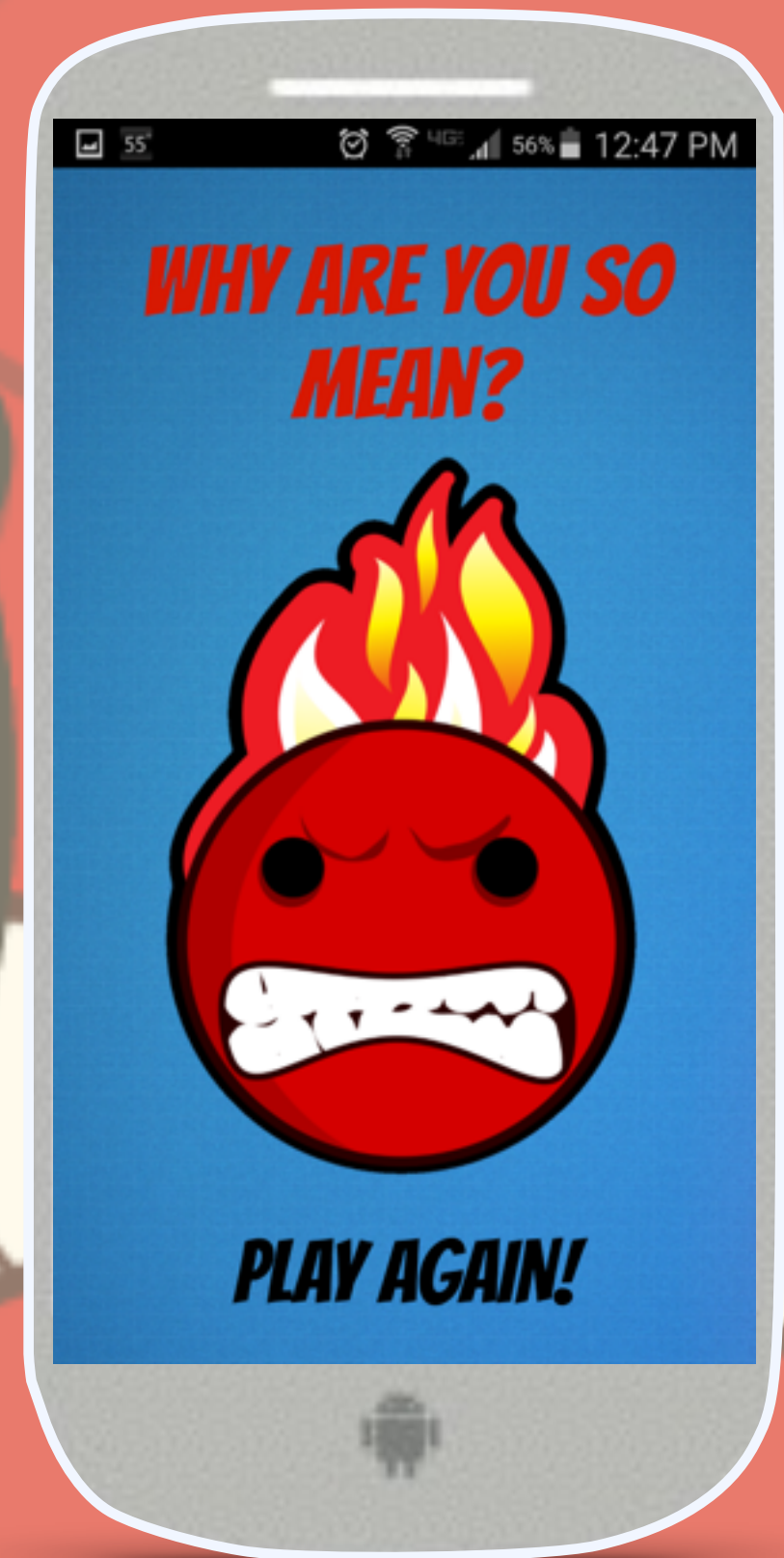
# ***BE(ING) MEAN***

- ***MEANGAMEOVER.JAVA***
- ***USER HAS PASSED ON CONTACTING 3 OF HIS OR HER CONTACTS***
- ***HAVE THE OPTION TO REPLAY***

***MEAN COUNT:*** 😬

***MEAN COUNT:*** 😬 😬

- ***FUTURE FEATURE- USER CAN REDEEM THEMSELVES BY ALLOWING US TO MESSAGE A RANDOM CONTACT IN THEIR PHONE***

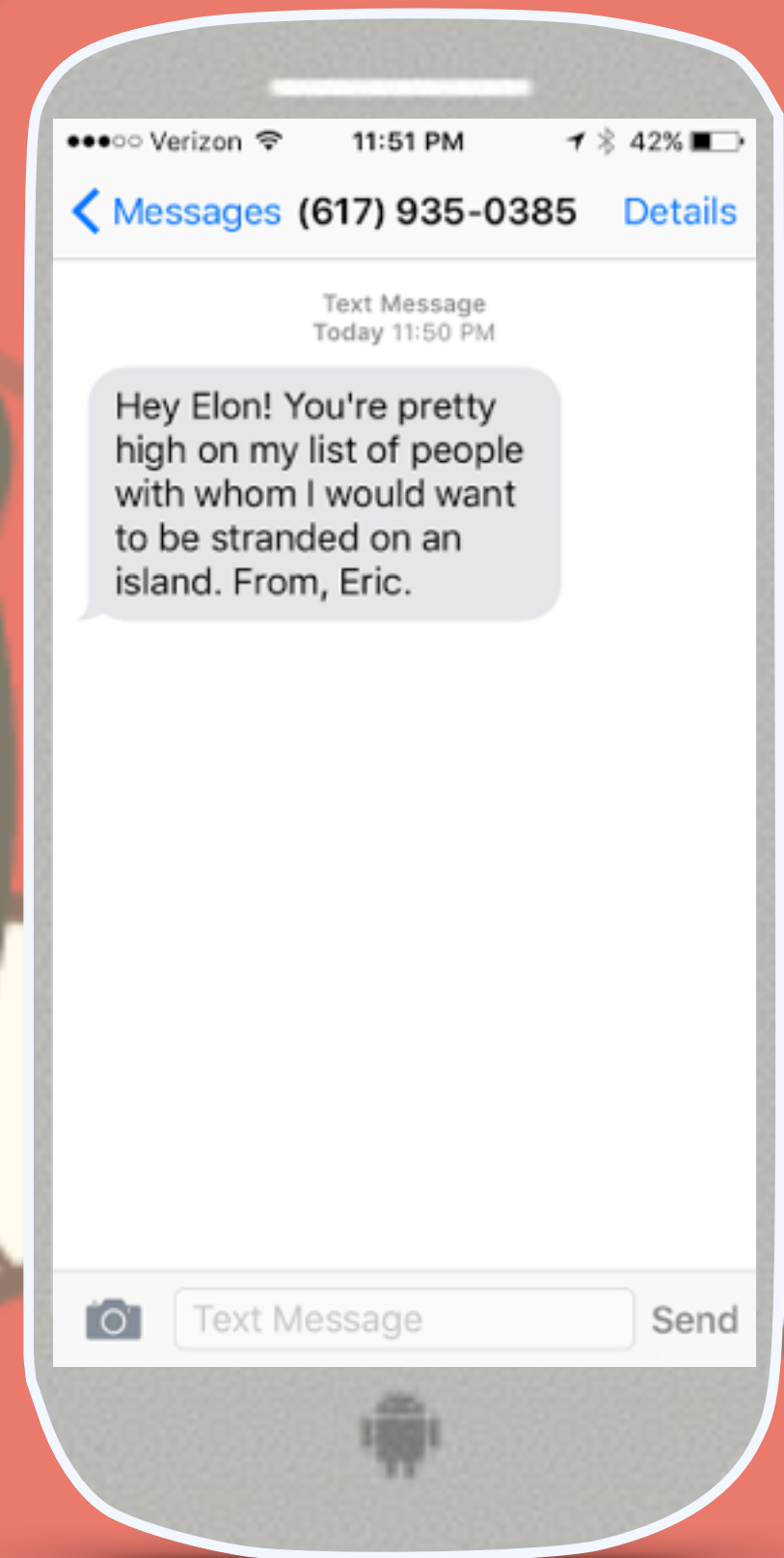


# ***RECEIVED SMS***

- ***TWILIO AUTOMAGICALLY SENDS THE CONTACT A SMS WITHOUT HAVING THE USER LEAVE THE APP***

Compliment sent to Professor Densmore

- ***MESSAGE INCLUDES THE CONTACT'S NAME, THE CHOSEN COMPLIMENT AS WELL AS THE AUTHOR OF THE COMPLIMENT***



# ***TASKS***

## ***ERIC***

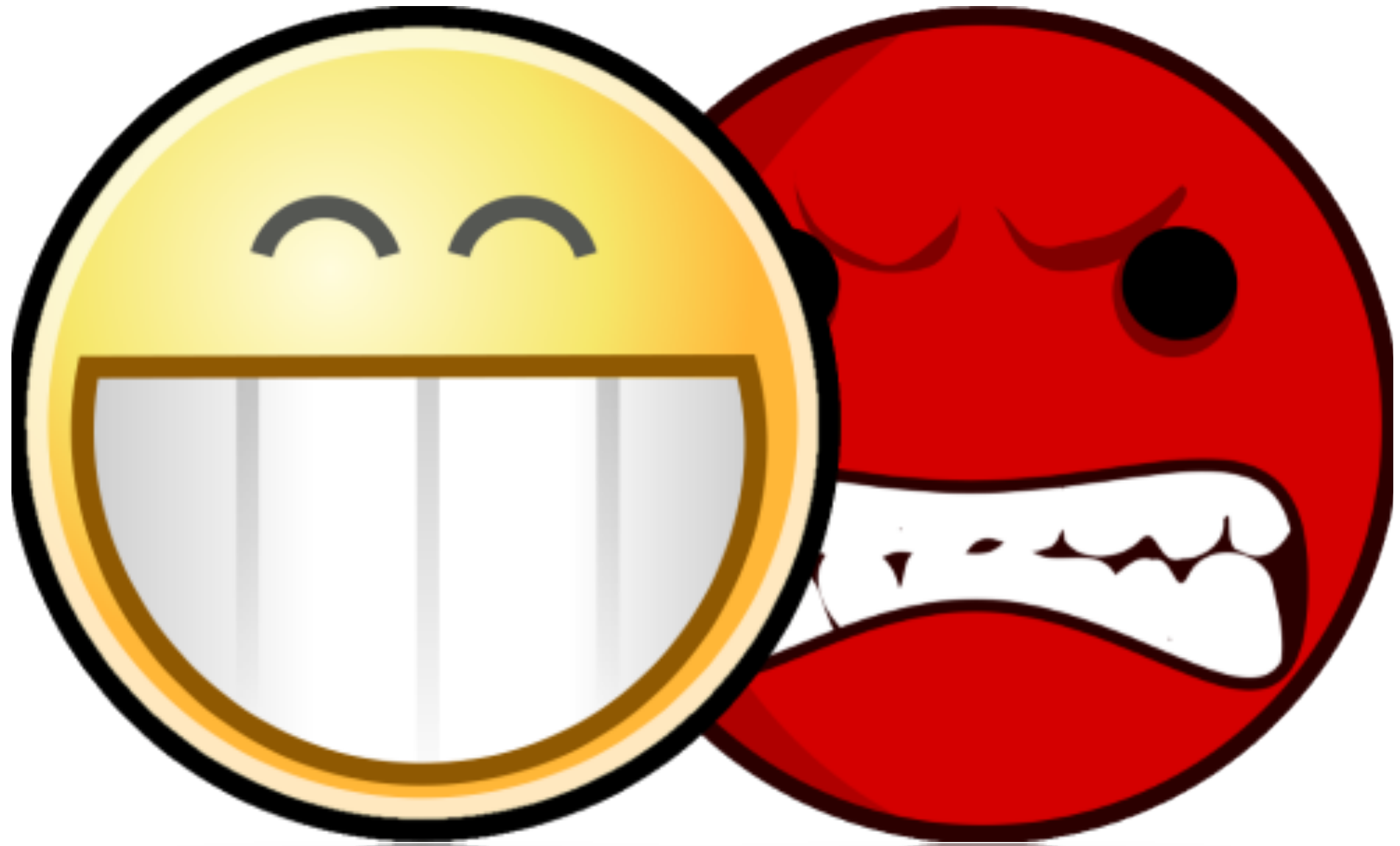
- ***PROCESSING, INTERFACE DESIGNER***
- ***CLASS HIERARCHY***
- ***CONTACT ACCESS***
- ***MODEL MANAGEMENT***
- ***GAME LOGIC***

## ***DOR***

- ***TWILIO API INTEGRATION***
- ***HEROKU BUILD***
- ***PRODUCT DESIGN***
- ***TRELLO***
- ***GIT MANAGER***

## ***PHIL***

- ***FRONT END DESIGN***
- ***ACTIVITY FLOW***
- ***TEMPLATING***
- ***ANIMATION, LOGO, FONT***
- ***DRAWABLES XML***



***THANK YOU, AND PLEASE, BE NICE!***

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