

# Prototype Description

We made a small Bejeweled or Candy Crush type game where the score depends on how well the player reacts to what's happening in and around the bus. The game is simple and passengers compete with their high score against each other.

When the player starts the app the first time you are asked to enter a nickname that will be used mainly for highscores. The app remembers your name and the next time you start the app you come directly to the menu. In the menu you have, for now, three options: Play, Highscore and Exit.

## Play

When you start the game you will first attempt to connect to a bus. The application will do this for you if you are close to the bus. Once connected to the bus you only need to press start in order to play.

The main goal of the game is to get as high of a score as possible. You will see a three by three grid with three different colours. The objective is to get three of the same colour in a row or column. To do this you swap two adjacent squares. When you have completed a row/column the game will add points to the bonus button, and replace the row/column with new random colours.

The top button as we call bonus button is the reactive part of the game. When you see the stop sign lighting up, you need to press the bonus button as fast as possible. This is to get a large bonus score multiplier. The slower you are the less points you will get. The more squares you can sum up, the higher score and a better high score in the end. The high score is saved when the bus is at a station and resets the game to begin a new round.

## High score

You can access the high score from the menu. This shows the top 10 highscores from all players on all buses.