

Revive - Design Document

Introduction

Revive is a Focus App based on taking care of endangered or extinct species. In Revive, you can take care of a species from 0 to 1, starting with an egg. For your species to thrive, you need to do anything in a focused way-----such as studying, working, or other activities, which is the core of Revive.

In Revive, you can discover all kinds of endangered or extinct species and revive them with the power of focus. During this journey, you will improve your focus skills, increase your knowledge of species, and finally become the master of revive.

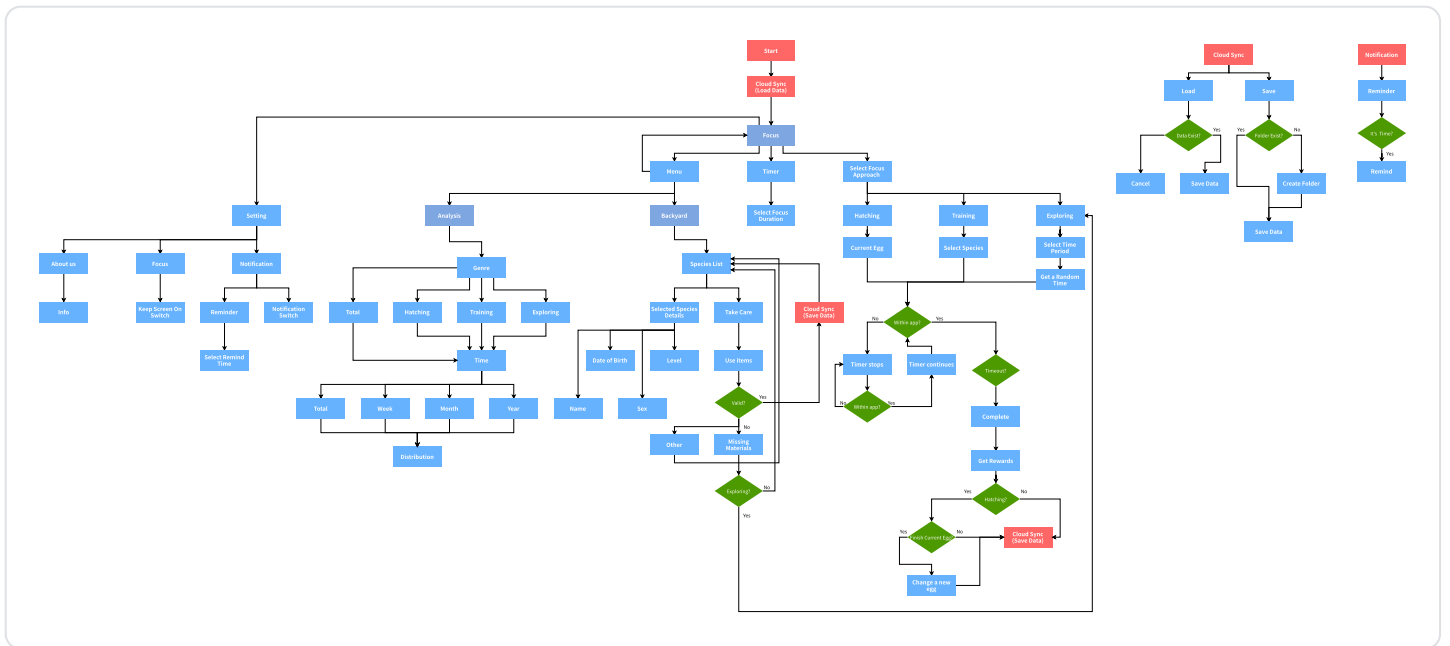
Background Story

The path of life is a circle; the scene's end and beginning are the same. The extinction of a species will continue life in another way until it is explored...by you.

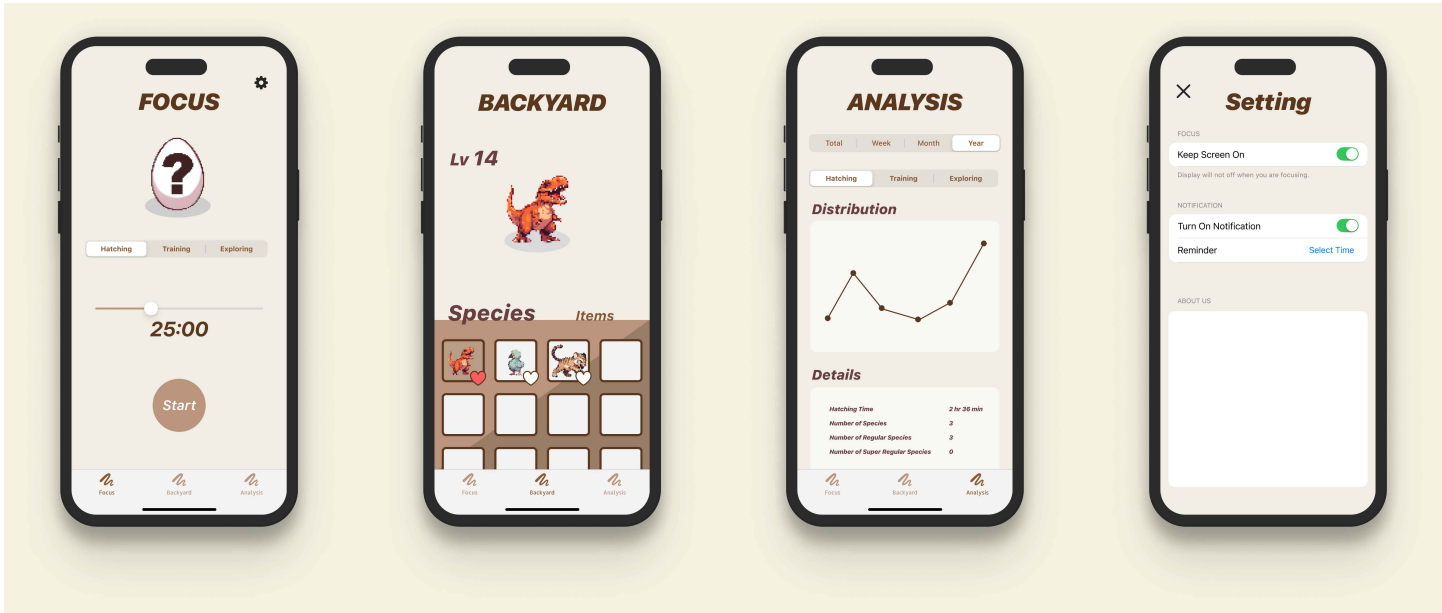
Target User

- **Students and anyone who needs to focus**
 - The main feature of this app is Focus. which promotes focused learning through games. People will be more willing to focus on their studies or work.
- **Animal lover**
 - The theme of this app is centered around endangered or extinct species. Perfectly suited to the interests of animal lovers.

Mechanic



Mock-up



Features

Focus

- a. The focus mechanism detects if the user is leaving the application. This prevents the user from doing other things.
- b. For the timer, users are free to set the time they want to focus on.
- c. There are three kinds of focus approaches: hatching, training and exploring.

- Hatching:
 - Hatching eggs through focus.
 - Eggs are randomly assigned to the user, and eggs from different types of Secipes take different amounts of time to hatch.
 - Users can choose their own focus time, which is used to reduce the amount of time remaining for the egg to hatch. (In other words, egg hatching doesn't need to be done all at once, it can be done by multiple Focuses)
- Training:
 - Training users' own species through focus.
 - The longer users focus, the higher EXP users' species gain.
- Exploring:
 - Exploring through focus.
 - Users can select a time period for the focus. The exact time is random in the selected time period.
 - The longer users focus, the higher probability of getting rare items.

Backyard

- a. Users can check their species in the Species List. Species List contains information about each species.
 - Name
 - Date of birth
 - Level
 - Sex
- b. Users can take care of their species by feeding them. The items gains by exploring.

Analysis

- a. Users can view the history of focus records as well as time distribution graphs.
- b. Users can categorize the view by action and time span.

Cloud Sync

- a. Cloud Sync will automatically store user information.
- b. The users' data will be stored in their iCloud.

Setting

a. Focus

- Keep Screen On
 - Users can set it on if you want.

b. Notification

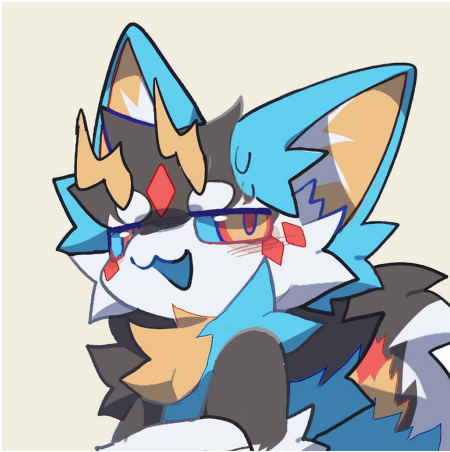
- Notification
 - Notification switch helps users turn on/off the notification.
- Reminder
 - Reminder will remind users to start focusing by sending the notification.
 - Users can set the reminder time in this field.

Notification

If the time set by users is reached, the user will be alerted via notification.

Graphics



Icon




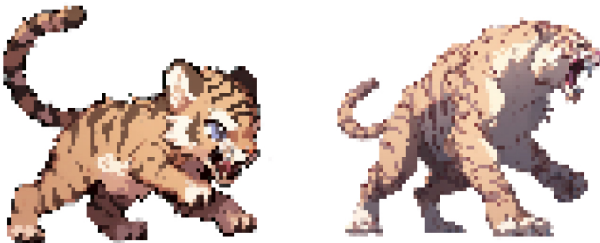
Character

Name	Choice
Sex	M/F
Size	S/M/L



1. Walk Whale

ID	001, 002	Graphic	
Species	Mammal	Egg:  Walk Whale: 	
Name	Ambulocetus		
Rarity	Rare (R)		
Hatch time	30 min		
Evolve At	Lvl 35		
Lifespan	? years		
Height	0.8 – 1.2 m		
Weight	150 – 230 kg		
Type	Omnivorous (3)		
Era	Early Eocene		


2. Sabertooth


ID	003, 004	Graphic	
Species	Mammal	Egg:  Sabertooth: 	
Name	Smilodon		
Rarity	Rare (R)		
Hatch time	30 min		
Evolve At	Lvl 35		
Lifespan	20 – 40 years		
Height	1 m – 1.6 m		
Weight	180 – 280 kg		
Type	Carnivores (2)		
Era	Pleistocene Epoch		

3. Mammoth



ID	005, 006	Graphic	
Species	Mammal	Egg:  Mammoth: 	
Name	Woolly Mammoth		
Rarity	Rare (R)		
Hatch Time	30 min		
Evolve At	Lvl 35		
Lifespan	60 years		
Height	3 – 5 m		
Weight	6000 – 8000 kg		
Type	Herbivore (1)		
Era	Ice Age		

4. T-Rex

ID	007, 008	Graphic	
Species	Reptile	Egg:  T-Rex:	
Name	Tyrannosaurus rex		
Rarity	Rare (R)		
Hatch Time	30 min		
Evolve At	Lvl 35		
Lifespan	28 years		
Height	3 – 7 m		
Weight	6000 – 9000 kg		


Type	Carnivores (2)	
Era	Cretaceous	

5. Dodo Bird



ID	009, 010	Graphic
Species	Bird	<div>Egg:</div> <div>  </div> <div>Dodo Bird:</div> <div>  </div>
Name	Dodo Bird	
Rarity	Rare (R)	
Hatch Time	30 min	
Evolve At	Lvl 35	
Lifespan	10 – 30 years	
Height	0.8 – 1.2 m	
Weight	4 – 8 kg	
Type	Carnivores (2)	
Era	15th century	

6. Golden Toad

ID	011	Graphic
Species	Amphibians	<div>Egg:</div> <div>  </div> <div>Golden Toad:</div>
Name	Golden Toad	
Rarity	Rare (R)	
Hatch Time	30 min	

Evolve At	None	
Lifespan	12 years	
Height	0.04 – 0.06 m	
Weight	0.02 – 0.04 kg	
Type	Carnivores (2)	
Era	19th century	

7. Triceratops




ID	012, 013	Graphic
Species	Reptiles	<div>Egg:</div>  <div>Triceratops:</div> 
Name	Triceratops	
Rarity	Rare (R)	
Hatch Time	30 min	
Evolve At	35	
Lifespan	80 – 90 years	
Height	2.5 – 3.1 m	
Weight	6000 – 12000 kg	
Type	Herbivore (1)	
Era	Cretaceous	

8. Pterosaur

ID	014, 015	Graphic
Species	Reptiles	<div>Egg:</div>
Name	Pterosaur	

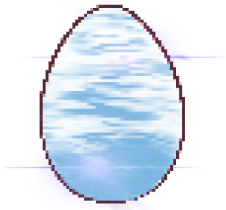
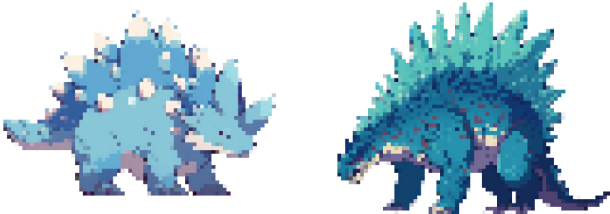
Rarity	Rare (R)	<div>  </div> <div> Pterosaur: <div>   </div> </div>
Hatch Time	30 min	
Evolve At	35	
Lifespan	25 years	
Height	0.8 – 1.2 m	
Weight	2 – 6 kg	
Type	Carnivores (2)	
Era	Mesozoic	

9.
Quagga

ID	016, 017	Graphic
Species	Mammals	<div> Egg: <div>  </div> <div> Quagga: <div>   </div> </div> </div>
Name	Quagga	
Rarity	Rare (R)	
Hatch Time	30 min	
Evolve At	35	
Lifespan	22 years	
Height	1.2 – 1.4 m	
Weight	250 – 300 kg	
Type	Herbivore (1)	
Era	19th century	




10.
Stegosaurus

ID	018, 019	Graphic
----	----------	---------





Species	Reptile	<div>Egg:</div>  <div>Stegosaurus:</div> 
Name	Stegosaurus	
Rarity	Super Rare (SR)	
Hatch Time	120 min	
Evolve At	35	
Lifespan	30 - 50 years	
Height	2 – 4 m	
Weight	3000 – 7000 kg	
Type	Herbivore (1)	
Era	Jurassic	

Object

1. Egg



Name	Function	ID	Graphic
Question Egg	Hide the type of egg	1001	
Rare Egg	Eggs with different colors	11XX	
Super Rare Egg	Eggs with different figures	12XX	

2. Item

Name	Function	ID	Graphic
Cookie	General food for all species (less EXP)	2001	
Meat	Food for carnivore species	2002	
vegetables	Food for herbivore species	2003	
Coin	Use for purchasing materials in store	3001	
Ball	General toy for all species	3002	

Scene

Name	Function	ID	Graphic
Seasome Hu's Store	The place where player can purchase items (Food, Toy .etc.)	4001	

			
Backyard	The place where players can store their species	4002	

Basic Colors

1. BackGround

- #f0ede4

2. Button

- #b9957b

3. Text

- #050607, #f9fbfb

4. Other Elements

- #d4c4aa, #ece5d5, #a97448

TODO

Task	Deadline	Status
Screen Mock-up	10/28/2023	Finished
Icon	10/28/2023	Finished
Design - 5 Items	11/15/2023	
Design - 10 Species	11/15/2023	Finished
Data Init	11/19/2023	Finished
Basic View (Focus, Backyard, Analysis, Setting)	11/19/2023	
Feature - Focus - Hatching	11/19/2023	Finished
Feature - Focus - Training	11/19/2023	
Feature - Backyard - Species Info	11/19/2023	
Feature - Analysis - Details	11/19/2023	
Feature - Notification	11/19/2023	
Test	11/19/2023	
Design - 20 Items	12/05/2023	
Design - 20 Species	12/05/2023	
Feature Reminder	12/11/2023	
Feature - Focus - Exploring	12/11/2023	
Feature - Backyard - Items	12/11/2023	
Feature - Analysis - Distribution	12/11/2023	
Feature - Cloud Sync	12/11/2023	
Test	12/11/2023	