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.
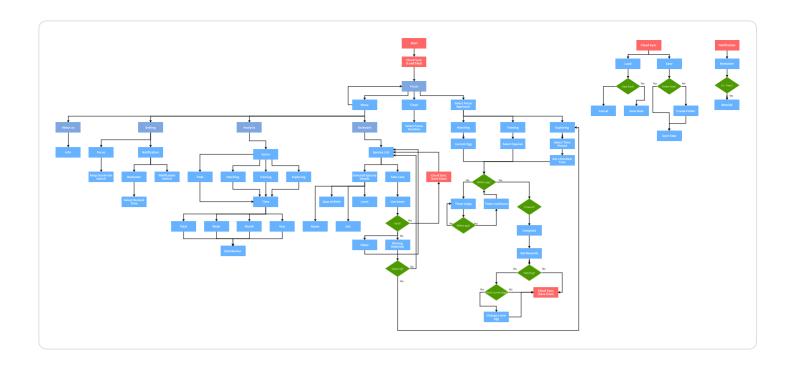
Background Story

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

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

Character

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

1. **Walk Whale**

ID	001, 002	
Species	Mammal	**Graphic**
Name	Ambulocetus	Egg:
Rarity	Super Rare **(SR)**	
Hatch time	2 hours	
Evolve At	Lvl 35	
Lifespan	? years	Walk Whale:
Height	11~12 ft long	
Weight	400 pounds	
Era	Early Eocene	
Speed	-	

2. **Sabertooth**

ID	003, 004	

		Graphic
Species	Mammal	
Name	Smilodon	Egg:
Rarity	Rare **(R)**	
Hatch time	30 min	
Evolve At	Lvl 35	
Lifespan	20~40 years	Sabertooth:
Height	4 ft	
Weight	430~600 pounds	
Era	Pleistocene Epoch	
Speed	30 mph	

3. Mammoth

		Graphic
ID	005, 006	
Species	Mammal	
Name	Woolly Mammoth	Egg:
Rarity	Rare **(R)**	
Hatch Time	30 min	
Evolve At	Lvl 35	
Lifespan	60 years	Mammoth:
Height	10 – 12 ft	
Weight	6.0 – 8.0 tons	
Era	Ice Age	
Speed	18 – 20 mph	

4. T-Rex

ID	007, 008	
Species	Reptile	Graphic
Name	Tyrannosaurus rex	Egg:
Rarity	Rare (R)	
Hatch Time	30 min	
Evolve At	Lvl 35	
Lifespan	28 years	T-Rex:
Height	12 – 20 ft	
Weight	6.0 – 8.8 tons	
Era	Cretaceous	
Speed	10 – 25 mph	

5. Dodo Bird

ID	009, 010	
Species	Bird	Graphic
Name	Dodo Bird	Egg:
Rarity	Rare (R)	
Hatch Time	30 min	
Evolve At	Lvl 35	
Lifespan	10 – 30 years	Dodo Bird:
Height	3 ft	
Weight	23 – 39 lb	
Era	15th century	
Speed	10 – 25 mph	

6. Golden Toad

ID	011	
Species	Amphibians	**Graphic**
Name	Golden Toad	Egg:
Rarity	Rare **(R)**	
Hatch Time	30 min	
Evolve At	None	
Lifespan	12 years	Golden Toad:
Height	39 – 56 mm	
Weight	28 g	
Era	19th century	
Speed	-	

Object

1. Egg

Name	Function	ID	Graphic
Question Egg	Hide the type of egg	0XX	
Rare Egg	Eggs with different colors	1XX	

Super Rare Egg	Eggs with different figures	2XX	

2. Others

Name	Function	ID	Graphic
Meat	Food for carnivore species	001	
vegetables	Food for herbivore species	002	

Scene

Name	Function	Graphic
Backyard	The place where players can store their species	

Basic Colors

1. BackGround
   - #f0ede4
2. Button
   - #b9957b
3. Text
   - #050607, #f9fbfb
4. Other Elements
   - #d4c4aa, #ece5d5, #a97448