

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

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- 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/Both
Size	S/M/L

Mammals



1. Walk Whale

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

2. Sabertooth




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

3. Mammoth

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

Reptiles

1. T-Rex

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



Birds

1. Dodo Bird

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



Amphibians

1. Golden Toad

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



Object

1. Egg


Name	Function	Graphic
Question Egg	Hide the type of egg	
Rare Egg	Eggs with different colors	
Super Rare Egg	Eggs with different figures	

Superior Super Rare (SSR) Egg	Eggs with unique figures	-
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2. Others

Name	Function	Graphic
Meat	Food for carnivore species	
vegetables	Food for herbivore species	

Scene

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

Basic Colors

- BackGround
 - #f0ede4
- Button

- #b9957b

3. Text

- #050607, #f9fbfb

4. Other Elements

- #d4c4aa, #ece5d5, #a97448