

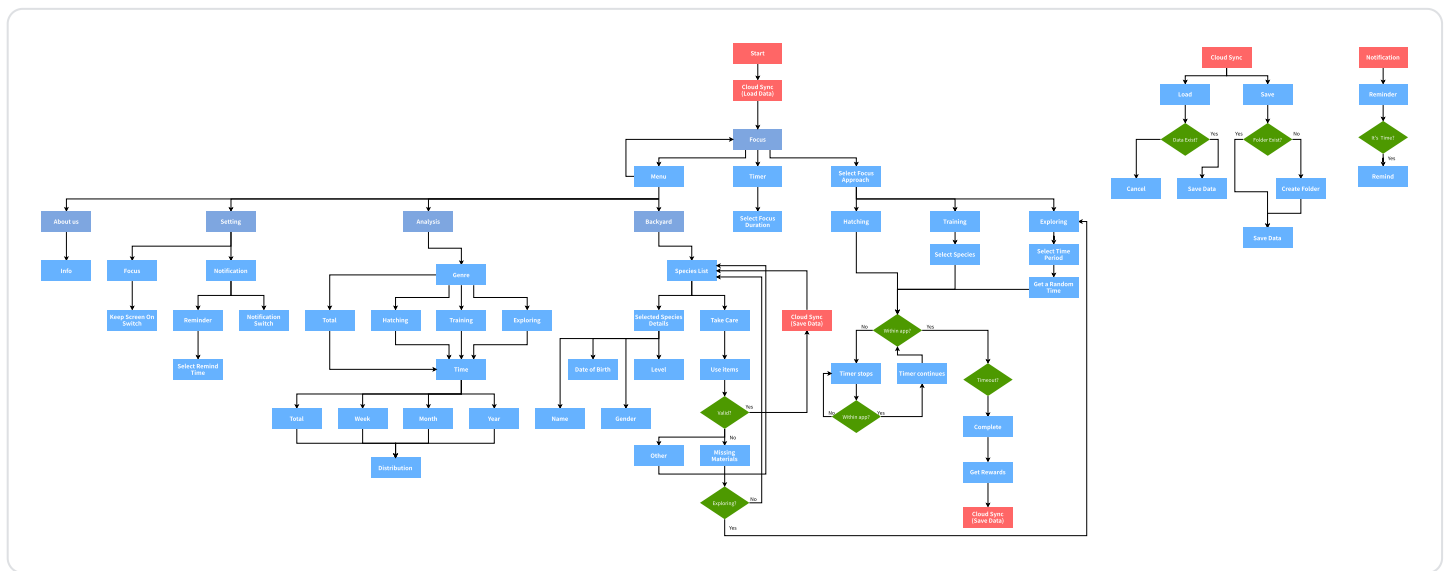
# "Revive" App

# 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.

## Mechanic & Features



## Features

## 1. 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.

- The longer users focus, the higher probability of getting a rare egg.
- 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.

## 2. Backyard

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

## 3. 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.

## 4. Cloud Sync

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

## 5. 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.

## 6. Notification

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

# Frameworks

CloudKit

## Background

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.

## Graphics & sound

### Theme



Pixels style, Gen-Z, Environmentalism

### Design




### Character

T-Rex

Species	Reptile	Graphic	
Name	Tyrannosaurus rex	<div>Egg</div> <div></div>	<div>T-Rex:</div>
Gender	M/F		
Lifespan	28 years		
Size	S/M/L/XL		
Height	12 – 20 ft		

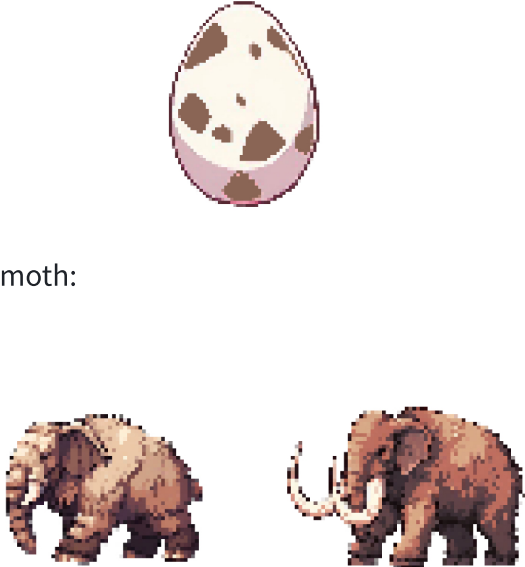
Weight	5.4 – 8.0 metric tons	 
Era	Cretaceous	
Speed	10 – 25 mph	
Characteristic	vary	
habit	vary	

Sabertooth


Species	Reptile	Graphic
Name	Tyrannosaurus rex	<div>Egg:</div>  <div>Sabertooth:</div>  
Gender	M/F	
Lifespan	28 years	
Size	S/M/L/XL	
Height	12 – 20 ft	
Weight	5.4 – 8.0 metric tons	
Era	Cretaceous	
Speed	10 – 25 mph	
Characteristic	vary	
habit	vary	

Mammoth



Species	Reptile	Graphic
Name	Tyrannosaurus rex	<div>Egg:</div>
Gender	M/F	
Lifespan	28 years	

Size	S/M/L/XL	<div>Mammoth:</div> 
Height	12 – 20 ft	
Weight	5.4 – 8.0 metric tons	
Era	Cretaceous	
Speed	10 – 25 mph	
Characteristic	vary	
habit	vary	

## Dodo Bird

Species	Reptile	Graphic
Name	Tyrannosaurus rex	<div>Egg:</div> 
Gender	M/F	
Lifespan	28 years	
Size	S/M/L/XL	
Height	12 – 20 ft	
Weight	5.4 – 8.0 metric tons	
Era	Cretaceous	
Speed	10 – 25 mph	
Characteristic	vary	
habit	vary	

## Object

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	