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Period 2 APP

Rainbow Mirage

This game would be reminiscent to a rhythm game. For example, like Tap Tap Revenge, Deemo, Cytus, Osu!, etc. This game is designed to be a rather simplistic game that users would leisurely play on their free time. The objective of the game is to line up stripes in the order of the rainbow while ignoring stripes not relevant to helping you continue your rainbow chain. It will progressively get more difficult as it continues by means of speeding up. Later down the line we could also add other game modes where one would put the stripes in order of primary, secondary, or complementary colors.

The game is unique in a sense as it's a "rhythm game" based on color. Other than that, I feel like it is more similar to a game like Piano Tiles. It's usefulness is to help users pass time. Whether it's at home, waiting for the bus, during a boring class, etc. It will be designed to entertain.

I would be writing this all in Java. Maybe C or C++ but i'm not sure if that would be necessary. I'll be taking some free Android courses to make sure i fully understand the basics and how to apply them so i can move forward with my project. Since I only really have used Android Studio before, I'll stick to what I know how to use. I expect problems with my inexperience as I have forgotten concepts I have learned last year. I've also never "mastered" Java so there probably be rookie mistakes that will slow me down.

Even though it is a basic game, I don't have any experience in making graphics so I'd be consulting with people who could possibly help me with how i should design my game. This game however, is very simplistic with rainbow stripes so it shouldn't be too hard if i'm just making the barebones of the app first. Milestone wise, The first 1 to 2 and at most 3 weeks will be used to make sure I'm fully equipped with knowledge of what I'll need to know. The week after would be design aspects like graphics,, wireframes, etc. From then on, it would be pumping out code during school time and at home in hopes of creating a beautiful app ready enough for the professional world(or just the google play store for some sick \$krilla). Because I'm working alone, I need to configure how fast and effective I work if I want to impress classmates, district personnel, professionals, and members of the community. This will be the hardest project I've worked on yet but it will show if I'm really cut out for this.

Milestone 1: First 2 units of free android course

Milestone 2: Last 2 units of free android course

Milestone 3: Create and design layout for app

Milestone 4: Create textures for game map

Milestone 5: Create UI that compliments game textures and design

Milestone 6: Create a gameover screen

Milestone 7: Get/add music to the game

Milestone 8: Figure out touch interface

Milestone 9: Randomize stripe spawns

Milestone 10: When player presses the screen on beat, it properly adds stripe to array

Milestone 11: Animation of adding stripes onto existing ones

Milestone 12: Sync audio and video

Milestone 13: When player misses beat, load up game over screen

Milestone 14: Add scores to gameover screen based on stripes in array

Milestone 15: Create menu with textures with extra space for new gamemodes

Milestone 16: Add game modes based on primary, secondary, complementary colors

Milestone 17: Look for errors and playtest the game.

Milestone 18: Refactor code to make sure it's clean and consistent throughout the project

Milestone 19: Final stage of testing and making sure the game is smooth

Milestone 20: Roll out finished project to Google Play Store