



Rainbow Mirage

Brandon Nguyen
P.4 App Academy

About this Project

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 during development, we will add other game modes where one would put the stripes in order of primary, secondary, or complementary colors instead of just standard rainbow.

Milestones

1. First two units of free Android course
2. Last two units of free Android course
3. Create and design layout for app
4. Create textures for game map
5. Create UI that compliments game textures and design
6. Create a game over screen
7. Get/add music to the game
8. Figure out touch interface
9. Randomize stripe spawns
10. When player presses the screen on beat, it properly adds color of stripe to array

Milestones(cont.)

1. Animation of adding stripes onto existing ones
2. Sync audio and video
3. When player misses beat, load up game over screen
4. Add scores to game over screen based on stripes in array
5. Create menu with textures with extra space for new gamemodes
6. Game doesn't break when switching game modes
7. Add game modes based on primary, secondary, complementary colors
8. Look for errors and playtest the game in depth
9. Refactor code to make sure it's clean and consistent throughout project
10. Roll out finished project to Google Play Store

