

CMSC436 Team 16 Semester Project Milestone Go-No-Go (NIH)

Team Members:

- Adam Elaoud
- Casey Harris
- Christian Yi

Assigned TA: Luan Tran

Repository: <https://github.com/Chris-UMD/CMSC436-group16>

Application Concept

The Apollo (temporary name) Go-No-Go app serves as a fun gamification of a typical human inhibition test. The game features two forms of prompts: a “Go” prompt and a “No-Go” prompt. Users must successfully tap the screen when prompted with a “Go” prompt and successfully **avoid** tapping the screen when prompted with a “No-Go” prompt. The most recent ten attempts are displayed on the app’s stats page.

Key Functionality

A user starts the app with the tap of a button and then follows changing prompts on the screen to tap or not to tap. There is a menu that allows the user to see the 10 most recent scores as well. During the test, upon a successful tap after a prompt to do so, a message will appear with the amount of time it took for the user to tap. There are other message screens that appear when a user is not supposed to tap, a message indicating that they weren’t supposed to, and another for when they do not tap congratulating them for not tapping.

Rough Architecture/System Components

One of the primary components that will be used in this app are buttons. A button is required to start the game, and to tap or not tap during each prompt. TextViews will be used to convey information about statistics and other messages to the user. A menu will need to be used to access the scoreboard. In the back-end, the user will be directed through the series of prompts and be timed on the pertinent prompts.

Special Resources

None required. Special resources such as a database won’t be needed because we will store results locally on the device.

Team Work Items

- Design UI (Adam)
- Code reaction activity front-end (Adam)
- Code stat activity front-end (Adam)
- Code reaction activity logic (Casey)
- Code stat activity logic (Christian)

Storyboard

