Textagotchi Design Document

Goal:

Textagotchi is a mobile app that lives on your phone and grows depending on the phone’s usage. The more you text or use other standard functions on your phone, the stronger/larger your creature becomes. Use the interconnectivity to send your creature to visit or smack down on your friends’ creatures.

Process:

The process for execution of this project will follow the lean startup method as closely as possible. An MVP will be created to test the viability of a base product, with additional beta testing of each additional feature as tasks are completed. With this in mind the final product may be significantly different than the initial concept, but the design document will be updated accordingly.

Initial MVP:

The initial MVP will simply be a counter to test if early adopters will install an app that counts the number of incoming and outgoing SMS messages.

Prioritized list of features:

* Unity project with Android library for SMS send/receive calls
* MVP – Android app counts number of sent/received SMS messages
* Create attack and defense values tied to incoming and outgoing messages.
* Send your creature to smack down your friend’s creature.
* Life cycle for creature.
* …
* Virtual Currency.
* Customize your creature.