Thr33 in a Row Proposal

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Goal: To create a game app for children

- A simple game allows children of all ages to be entertained
- There is no limitation to the age groups, so the range of public exposure is high
- Games that are simple do not require much explanation, so it will keep the attention of the user
- Simple games allow the app to be created in a more interesting way, using more complex images and building upon basic set-up to become original in design

Tic Tac Toe

- Simple object of the game is easy to understand
- Long instruction screens are not required
- The simplicity of the game allows the designer to be creative with the design and theme

Two Modes of Gameplay

Single-User

- One user can interact with the program to play

- Does not require multiple inputs from different people

Double-User

- Two users can play on the same program at the same time

- Does not limit the application to one user, can increase interactions between people

Specifics

- Sensor: An accelerometer (developed via Processing) will change the background image of the app. When the tablet is moved quickly and the accelerometer picks up values greater than a certain number, the background will change.

- Java: A code involving the various steps needed to play the game will be developed and changed to match the needs of the application accordingly. The game board will be static (unmoving).

- Graphics: A common theme will be developed for the application, including a title screen/menu screen, game background, and a screen for completion of the game. Multiple backgrounds will be developed (via Photoshop) for use with the sensor.

Mockups of the App