

Geek-Out

Key Features

- **The Project will feature both single-player and multi-player modes.**
 - Both modes will feature various genres to play.
 - Since Geek-out can have multiple answers for a question, we will be giving choices for each question.
- **For Multi-mode, we will implement the ranking system.**
 - End of each game, players will be given some amounts of exps for the rank up.
 - Exps will be based on the number of questions answered correctly and how rapidly has the player answered the question during a single match.
 - Exps will also be based on the placement of that match.
- **Answer Bank**
 - Since the number of questions will be limited, each question will have shuffled answer choices from the bank.
 - Answer bank will include all the answers that will be used for the app.
- **Possibly feature difficulty system (Normal, Hardcore)**
 - For each genre, there could be maniac questions

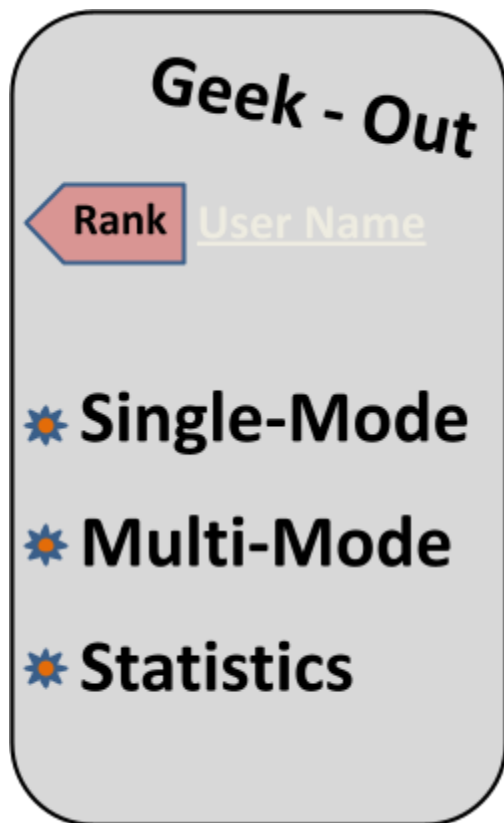
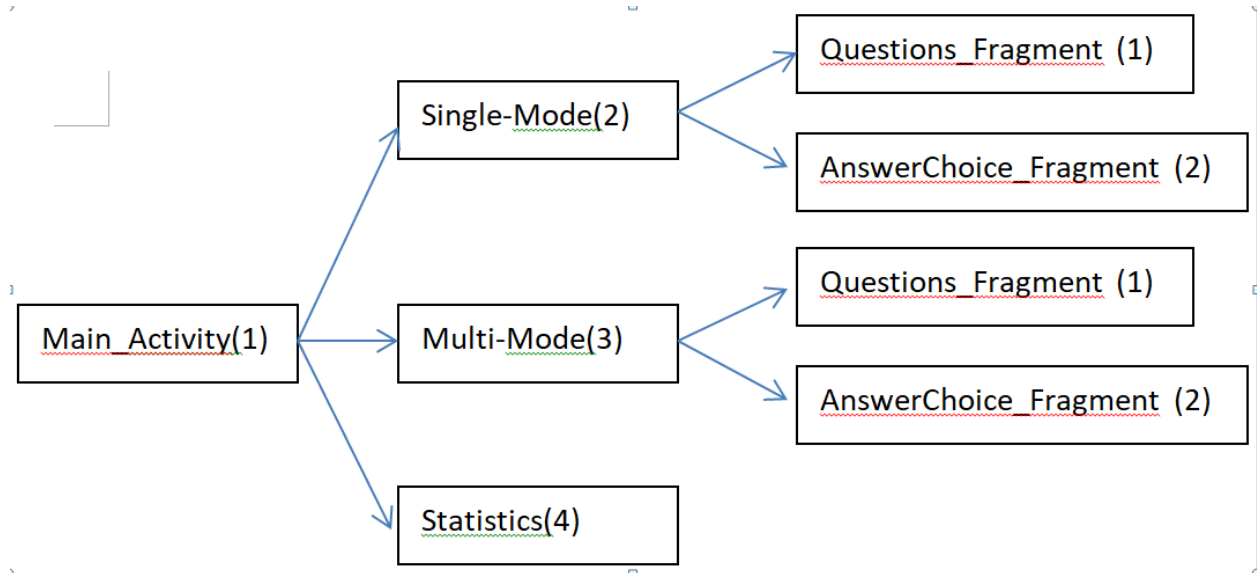
Architectural Components

- We probably don't need many activities nor fragments
- We will need to implement networking for the multiplayer mode
- We might need to implement graphics/animation to transition from question to question
- We might need a database to store the questions and answers

Work per person

- Each person is responsible for coming up with questions and answers for 2, subject to change, genres.
- We'll work together to actually implement the code game

Navigation and Sample Draft



Single Mode

Rank

Choose Category

Math

...

Mode

Normal

Survival

Back

Single Mode

← Genre: Math

Mode: Normal

Points: 3850

Timer

Sample: Question #1 / 10

What is 1 + 1?

▶ 3

▶ 4

▶ 5

▶ 2

Multi-Player

Rank: Master

Points: 9999999999

Choose Mode

⚡ Standard

⚡ Survival

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Multi-Player

← Mode: Normal

My Points: 3850

Player2: 3630

Player3: 1590

Player4: 1010

Timer

Genre: Math

Sample: Question #1 / 10

What is 1 + 1?

▶ 3

▶ 4

▶ 5

▶ 2

Statistics

Single Play

Multi Play

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Statistics

Multi-Play

Rank: Master

1st Place: 999 Times

2nd Place: 1 Times

3rd Place: 3 Times

4th Place: 0 Times

Total Exps: 999999999999

Exp for Next Rank: 0

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Risks

- Having multiplayer for the game and finding a way to connect multiple phones to the same server
- Creating enough questions so that it keeps the game interesting and questions are not repeated

Solving the risks

- For having multiplayer, we will have to have a server where all of the users can connect to during the game. Once all players are in, the question will appear at the same for each player
- with creating the questions, it will take some time but all members will be creating genres with around 20 questions

Our current progress right now is not very far, but we will be working on creating the user interface and single player. Once that is completed, we will be working on multiplayer and creating the server