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Project Proposal 2

This time around I am wanting to still keep things simple but include some animations and an API.

Here is my idea:

I want to make a little game that has a box/circle show up and be moving around in a somewhat random fashion and a timer starts that doesn’t stop till you tap the moving object. You get a few tries and if your best time is fast enough a Chuck Norris joke is rewarded from the Chuck Norris Joke API.

It also will only allow so many jokes a day to prevent addiction to this incredible game.

This is pretty simple in concept but I think it will involve a lot of the things that we have been talking about in class.

* 1. Purpose
     1. Make a fun game that is fun
  2. Audience
     1. Bored weird people like me
  3. Data sources
     1. External API
        1. Chuck Norris api
     2. localStorage
        1. Attempts
        2. How many times a day
        3. Best score
     3. local JSON file.
     4. Etc
  4. Initial Module list
  5. Wireframes for each view of your application
     1. See illustration 1
  6. Colors/Typography/specific Element styling
     1. Will work it out later
  7. Schedule to provide yourself mile markers along the way to help you stay on target.
     1. week 1: Get box moving and tap-able
     2. Week 2: Get the timer, counter, local host stuff working
     3. Week 3: Get the API and all of the styling working.
     4. Week 4: Finished product

