

## Project1\_Milestone2

### Partially Functional Prototype:

<https://invis.io/SYOD86XTPB8>

### Journal documentation & Roadblocks:

I built the main page and first game page. It's about Timer count, which I will explain in the flow and interactivity part.

I don't know how to set timer and combine games together. Also, I met problem to analyze the relationship in design. I wanna make the app easily to understand and use. For the timer part, I do the search online to see how to set time count, and find some sources which may help. About the design part, I need more time to arrange after I finish all screen views.

### Flow and Interactivity:

First, there will be a launch screen. Then you will gonna see the main page which ask user to enter their name for game records. After tap button "Begin", user gonna go to the second page which contains one of the game "Timer Guess". In this game, user gonna count down times like "10 seconds", "5 seconds", "30 seconds" and such on. Tap the "Tap for Begin & Stop" button to start and end the game. After user play the game, an alert window will pop out and mentions "Time is up! xx(user's name), Your score is 87." User can choose to "play one more time" to back to the game view and go back the main page or play it again. Also, there will be around 2 pages more about "Question Answer" game and records. I will add more later.

### Logic and Algorithm:

```
IBOutlet UILabel timerLabel
IBOutlet UILabel textLabel
IBAction- buttonPressed{
    count+=
    textLabel.text = ["score: %l", count]
}
Timer = set timer
function subtractTime{
    seconds-=
    timerLabel.text = [seconds]
    if (seconds == 0){
        timer invalidate
    }
}
After tap "Play one more time", self setup game
```