

## Project Milestone 1

### Description(Inspiration & Goal):

This app is designed for helping people take a break after intense work. Whenever the user gets tired, and want to play some games in limit break time, this app should be their choices. My app's inspiration comes from daily life. I love playing games on my phone during the short break time. It helps me relax after an abstruse class or an intense meeting. However, playing the game app I have on my phone always need a much longer time than I have during the break. Therefore, I want to build an app which doesn't need too much time to play, and the user could get their scores in around 1 min or less. My goal is to let people get some pleasure and relax by playing this game. This game is named "Reaction Timer".

In the "Reaction Timer", there will be a random short time, such as "5 seconds", "30 seconds" and such on. The user needs to count the seconds by themselves and push the button when they think it is the right time. For example, if the loading screen showing "5 seconds", the user need to count 5 seconds and push the button. The score will be determined by the gap between the user's estimated time and the true time.

### Intended Audience:

My intended audience will be the people who wanna take a small break around 1 to 2 mins, people who wanna get some fun when the meeting is too boring and people who want their frazzled minds go blank for just 1 minute. This app will help them relax their minds.

### Research:

Similar apps exist.

Like reaction game in "101 Games in 1!":

"101 Games in 1!" is a combination of 111 games. Those games for all tastes in one pack. Puzzle games, fast-paced arcade action, racing, sports, cooking, shooting, sudoku and such on. However, this combination has too many selections, and it is hard to understand the operation panel. Mine app will be better since it will be simple to understand. There will only be a few buttons and easy to play. Also, I found there are some web games which will be useful. "<https://www.funbrain.com/games/guess-the-number>", "<https://toggl.com/time-perception-game/views/actually.html>".

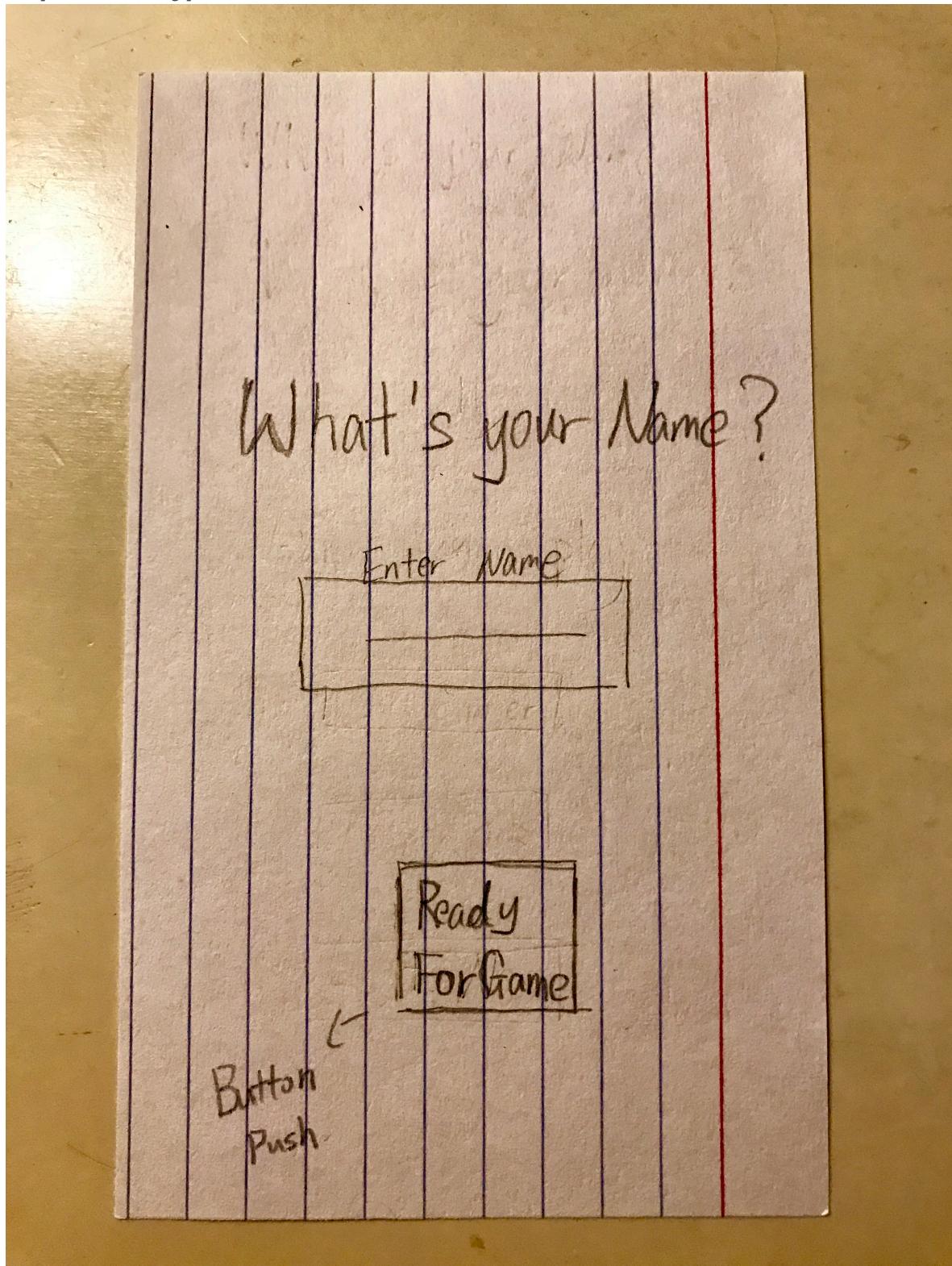
### Content Needs:

Timer Tutorial:

"<https://medium.com/ios-os-x-development/build-an-stopwatch-with-swift-3-0-c7040818a10f>"

Well for the content needed for my app, I could find a lot online. I will add more if needed.

Paper Prototype:



**BACK**

Reaction Timer

→ Random < 10s / 15s / 30s  
(mins)

15 seconds

Push to stop

Point me

Score :



Time up! Your  
Score is —.

PLAY ONE More Time

< Nicore, wanna take another one? ?