# Analysis Draft

The product that I am creating is an Android application that allows users to play a type of game called a gamebook where users read the story and can make decisions that change the outcome of the story. When completed this application will be very complex and will have many stories, each with multiple endings based on how the user plays the game. Expansion upgrades will be available in the form of micro-transactions, but these could also be unlocked either by watching adverts or completing achievements, both of which will give the user a soft currency. Cosmetic upgrades such as app skins could be implemented, for easier reading at night with a dark theme.

This application was commissioned by Oliver Cox, a local entrepreneur who had the main idea for the project. He has an idea for the first story line that will be used in the application and the vocals that will accompany the story. The application will be sold on the Play Store for free, but will have the aforementioned micro-transactions built in. A paid version or upgrade will also be available that will allow users to get rid of advertisements.

The user will use the app to be able to read though and/or listen to stories that have been prewritten. Every time a decision is required, the user will be able to make a choice that will change the outcome of the story. An example of some things that they can do is they can choose if they should release a dragon from its cage to steal its treasure; killing all of the people in a nearby town, or whether they should slay the dragon and give the gold to the townsfolk. The user will have the ability to

Who is the client? Oli Eastgreen Cox is the person who has requested the app.

What do they want? A mobile application that allows users to play Decide Your Destiny books, or Gamebooks, which is read along with them and their decisions are stored for later viewing.

How much time do we have? Unknown.

How is the client going to use it? Sell it on the Play Store for money.

How is the user going to use it? The user can access stories and read though them, choosing how their character plays as they read. They can either read on their own or have a narrator read along with them. When they make a choice a new set of text pops up, continuing the story from the choices they make. Once the user finishes the story, either by completing the main objective or by dying, the story will end. The user will then be rewarded with XP and a soft currency, the latter of which can be used to purchase more stories. The user can also look back on previous stories and share them with their friends and family.

Why does the user want the product? Users may want the product as it enables a desire to read and learn, resulting in an expanded knowledge and vocabulary. The product will also appeal to those who enjoy fantasy and adventure books as they can get lost in the story.

What does it need to be successful? Good storyline will be required in order to capture the reader’s attention. A well designed User Interface will be needed in order to generate easy to use user interaction.