App concept: A trivia app focused on the sport of swimming. A goal of the app is to drive interest, inquisitiveness, fun, and payments. The game dynamics need to be such that a user is drawn in to start, engages with a variety of questions, does not feel forced to buy anything but is enticed to, and ultimately plays out their daily limit of playing while coming back again in the future. Model of the game is like Trivia Crack or Quiz Up. It needs to be visually engaging and mentally stimulating. It also needs to ensure that a user cannot quickly get through the existing bank of questions - about 3000 to start. The game must have limitations to ensure a "smart" user cannot get all the way through questions in a short time period - regardless of how much is spent on power ups or lives. It needs to not show users the correct answer when a question is answered incorrectly.

- Universal app.
    - Will be iOS
    - Sign in with Facebook or sign in by email address
    - Auth with Facebook, or
    - Enter email address
- Create account (no password necessary) (you need security if there are in-app purchases)
- Choose country - eventually have localized questions but probably not to start.
- Spin wheel for category? Or some other method.
    - Three spins per day? A limit?
- Categories
    - Olympic champions (people)
    - Olympic history
    - Collegiate swimming (US universities)
    - Swimming rules
    - Open water swimming
    - More possibly.... Not right now though.
        - Category types
            - Country based, for example: United States Olympic Champions… (this might be a backend function that drives badges - see below)
- Badges?
    - We are thinking that answering certain numbers of types of questions could earn the user a badge of some kind.
    - These need to be able to be uploading, created, managed and defined in the admin
- See question
    - Four multiple choice answers (1 correct, 3 incorrect)
    - Pick correct answer
    - Do not show correct answer if wrong is selected
    - Time limit for answering

- After answering correctly, ability to mark a questions as
  - Hard
  - Easy
- Continue
- Report question as
  - Wrong
  - Offensive
- Coins
  - 5 for 0.99
  - 15 for 1.99
  - 50 for 4.99
- Powerups in question
  - Ask for help (ask a friend - another game player)
    - Invite if you don't have a friend?
    - Cost: Free
    - Limit: One per day
  - Get two chances to answer correctly
    - Cost: 10 coins
    - Limit: 3 per day
  - Skip question
    - Cost: 5 coins
    - Limit: 5 per day
  - Remove 2
    - Cost: 15 coins
    - Limit: 1 per day
- Rules
  - 3 wrong answers per day (3 lives)
  - 30 seconds per question to answer
  - Decreasing points as time runs out
- Powerups for lives
  - Get 3 more lives
    - Cost: 15 coins
    - Limit: 1 per day
- Winning?
  - Leaderboard?
  - As users compete in different trivia quizzes, the app keeps track of individual stats so it can crown users as the Best in City, State, or Country in each category
  - Category scoring?
    - Topics?
    - People?
- Ability to submit questions
  - Can earn coins for accepted submissions