

## WebAdmin requirements:

1. Store all user information
  - a. Name
  - b. Email
    - i. Ability to export name and email in CSV
  - c. Image
  - d. Questions (and count) answered correctly (along with questionId)
    - i. Store the ID of the actual answer of the user
  - e. Questions (and count) answered incorrectly (along with questionId)
    - i. Store the ID of the actual answer of the user
  - f. Track points earned
  - g. Ability to track questions answered by topic (used to track user's progress in the game within each topic)
    - i. Track % completed (total # of questions in topic / # of questions answered by user)
  - h. Track in-app purchases
    - i. Track the total amount spent
    - ii. Track the amount spent per in-app purchase type
    - iii. Track the Power Up the user has in their account to ensure they can use
    - iv. Track Power Up usage
2. Ability to enter questions with following information
  - a. Topic
  - b. Question
  - c. Correct Answer
  - d. Input five incorrect answers
  - e. Ability to import this data via CSV
  - f. Ability to track user submission of if the question answer is incorrect or inappropriate
  - g. Track user answers by answerId
    - i. This is used to show what % of users answered which question
      1. The "People's Choice" Power Up
  - h. The ability to assign a badgeId to a question
    - i. Users earn this badge when answering the question correctly
3. Ability to review submitted questions from the app from users
  - a. Question
  - b. Answer
  - c. Ability to add incorrect answers
  - d. Ability to add topic
  - e. Ability to accept or decline the question (this moves it to the question bank table)
4. The ability to support badges

- a. These badges can be assigned to events
  - i. Getting a specific questionId correct
  - ii. Answering a specific number of questions in the game
    - 1. Example: User has answered 50 questions
    - 2. Example: User has answered 100 questions correctly

### First opening the app:

1. Background shows and the SwimPedia logo fades in, then shrinks to its placement and the Register or login buttons appear on the screen.
2. If the user has previously logged in, after the SwimPedia logo fades in, it should move them to the Play Now screen

### On the Main screen tapping Play Now:

1. Tapping **Play Now** should open a new screen that simulates a one random topic being chosen. This should spin for 2-3 seconds
2. When a single topic is shown, the user should have the option to pass. If this is chosen, the topic spins again and another topic is presented.
  - a. A user can choose to “pass” five times per day, after which, they must play the chosen topic.
3. When the user chooses to “Play” the chosen topic, the question screen shall open
  - a. First show the question for 2 seconds
  - b. Then fade in the answers (these are shown randomly from the choices in the admin - always show the correct answer)
  - c. Once all the questions are loaded, start the countdown timer which is the bar above the answers
    - i. The timer should last 40 seconds. After which the user is shown a “Times Up” screen.
    - ii. Points should be awarded based upon how quickly the user answers the question. The points should increment down from 600 to 0 as the time goes down starting at 30 seconds. This means the user has 10 seconds to get the full points.
      1. If time runs out, the user will not get credit for answering the question correctly or incorrectly. The question will go back into the “pool” as unanswered and it will be shown randomly in the future when playing in that topic. The user will get 0 points for this situation.
    - iii. If the user answers the question correctly, they will receive the amount of points they earned and the message above “Your score” will display (this message should be randomized and I should have a way to create these in the admin)

1. 5 seconds after the user answers the question, the user should be directed to screen 7.Topic-complete.png - the button should say "Play again" and there should be a "Quit" button that takes the user back to the main screen.
2. This screen should show the user's progress in the topic.
  - a. The percentage answered correctly out of total questions
  - b. The current "medal" level
    - i. Bronze = 25% of questions in topic correct
    - ii. Silver = 50% of questions in topic correct
    - iii. Gold = 75% of questions in the topic correct
    - iv. Will need to design something for the user when they reach 90% and 100%
      1. Some sort of badge and also have the ability to define in the admin what "Power Ups" we automatically give to that user's account.
  - c. If the user also earned a Power Up, it should show that on this screen in that scenario
3. At set intervals the user should earn Power Ups defined in the admin. For example, after a user answers their first question correctly they should earn a Power Up to their account.
  - a. This is meant to introduce the user to Power Ups
  - b. This should be customizable in the admin
    - i. Earn X Power Up after 5 questions answered correctly.
4. Admin should have the ability to associated questions with free Power Ups added to the user account. These would award Power Ups randomly to the user when they answer those specific questions correctly.
- iv. If the user answers a question incorrectly, they will lose a life and earn no points
  1. After the user gets a question incorrect, show the "Second Chance" powerup. This should be able to be purchased (1 for \$0.99) only after a wrong answer, and used immediately.
    - a. Using Second Chance does not add life back to the user - they still lose a life for getting the question wrong initially
  2. If the user uses Second Chance and gets the question wrong again, they will lose another life and not be able to use Second Chance again on that question.
  3. If the user doesn't want to use this, they can tap cancel.
  4. After 5 seconds after the user should be directed to screen 4. Pre-Question Screen.jpg - the button should say "Play again"

and there should be a “Quit” button that takes the user back to the main screen.

- v. If the user doesn’t answer the question in the allotted time, they also lose a life and earn no points.
  - 1. After the user gets a question incorrect, show the “Second Chance” powerup. This should be able to be purchased (1 for \$0.99) only after a wrong answer, and used immediately.
  - 2. If the user doesn’t want to use this, they can tap cancel.
  - 3. After 5 seconds after the user should be directed to screen 4. Pre-Question Screen.jpg - the button should say “Play again” and there should be a “Quit” button that takes the user back to the main screen.
- d. Once the question shows, the user can press a “Power Ups” button (no popup opens if the user owns that Power Up - it just uses it. If they do not own it, it just prompts them to buy as we don’t want users using this popup as a way to pause the game mid-question)
  - i. Always show
    - 1. Freeze Time
      - a. Pauses the timer for 10 seconds
    - 2. Jump It
      - a. Skips the question. The user gets no points, but they do not lose a life. Do not show correct answer, and they can get the question again at a later time.
    - 3. People’s Choice
      - a. This shows the % of users that answered each answer previously
    - 4. Half Off
      - a. Take away two of the wrong answers
  - ii. If the user does not own the Power Up, they can buy them immediately for:
    - 1. Freeze Time
      - a. 5 for \$0.99
    - 2. Jump It
      - a. 3 for \$0.99
    - 3. People’s Choice
      - a. 3 for \$0.99
    - 4. Half Off
      - a. 3 for \$0.99
  - iii. We should show how many Power Ups they have in the view at the bottom along with the icons. This would be similar to how the games Two-Dots and Trivia Crack do it.
  - iv. The first time a user taps the Power Up icon, it should show a description of what the power up does (Screen 6b.-Main-Store2.png)

- v. Future taps would automatically use the Power Up unless they do not have any more, in which case it would show Screen 6b.-Main-Store2.png
  - vi. A user can only use two Power Ups per question.
- e. When a user has answered all questions in a topic (correctly or incorrectly) present them with the screen 7.-Topic-complete2.png
  - i. On this screen is a special Power Up that for \$4.99, the user can re-enable the questions they answered incorrectly, so that they can continue to answer questions from that topic (re-answering the questions). Until they choose to do that, the topic will be locked and they will not ever be shown that topic or a question from that topic during normal gameplay
  - ii. These topics come right from the database to be defined by admin and associated with questions. Questions cannot span more than one topic.

#### **On the any screen tapping the Heartbeat button:**

1. This heart icon should show the number of lives left, and the time until full
2. The counter should add 60 minutes each time a live is lost
3. The countdown timer should run even when the app is closed and refresh to the current time when the app is reopened
4. Tapping on the Heartbeat would open screen 6b.-Main-Store2.png and allow the user to buy more “lives” - if the user is full, then this should show the user with full lives.
5. Each user gets 3 lives per day, and can refill their lives at any time for \$0.99 when they run out
  - a. \$0.99 just refills their lives up to the full 3 amount whether the user has 2, 1, or 0 lives.
6. Lives also will refresh 1 per 60 minutes

#### **On the Main screen tapping the “Add ?” button:**

1. Tapping on the question mark should bring up a new UI to allow the user to input a question and answer to be added to the game.
2. The user should be allowed to enter:
  - a. The question
  - b. The correct answer
  - c. The Topic (select from a list or choose other)
3. This question is added to a temporary question table to be reviewed by admin in admin area
4. Admin should have ability to:
  - a. Add the “wrong” answers
  - b. Edit the question
  - c. Edit the correct answer submitted

- d. Accept the question
- 5. When the question is accepted, the question is added to the general question bank tables