Idea #1 – Alone in Rads *Most likely the one I do! *

Description: This app will be like “A Dark Room” but take it a bit further in the aspect of exploring instead of just collecting resources and setting based around the “Fallout” universe. I plan on making it more adventure survival game that’s focused more on the player exploring. There will be base making mechanics that will be run by survivors you find. I plan on making most of the “bases” be text, and a lot of the encounters to be text based. Overall, an Oregon Trail type adventure game that has mostly text-based gameplay mixed with exploring with a little character.

Feature List:

Multi-Touch controls for player movement(4hrs)

Text-based graphics (3hrs)

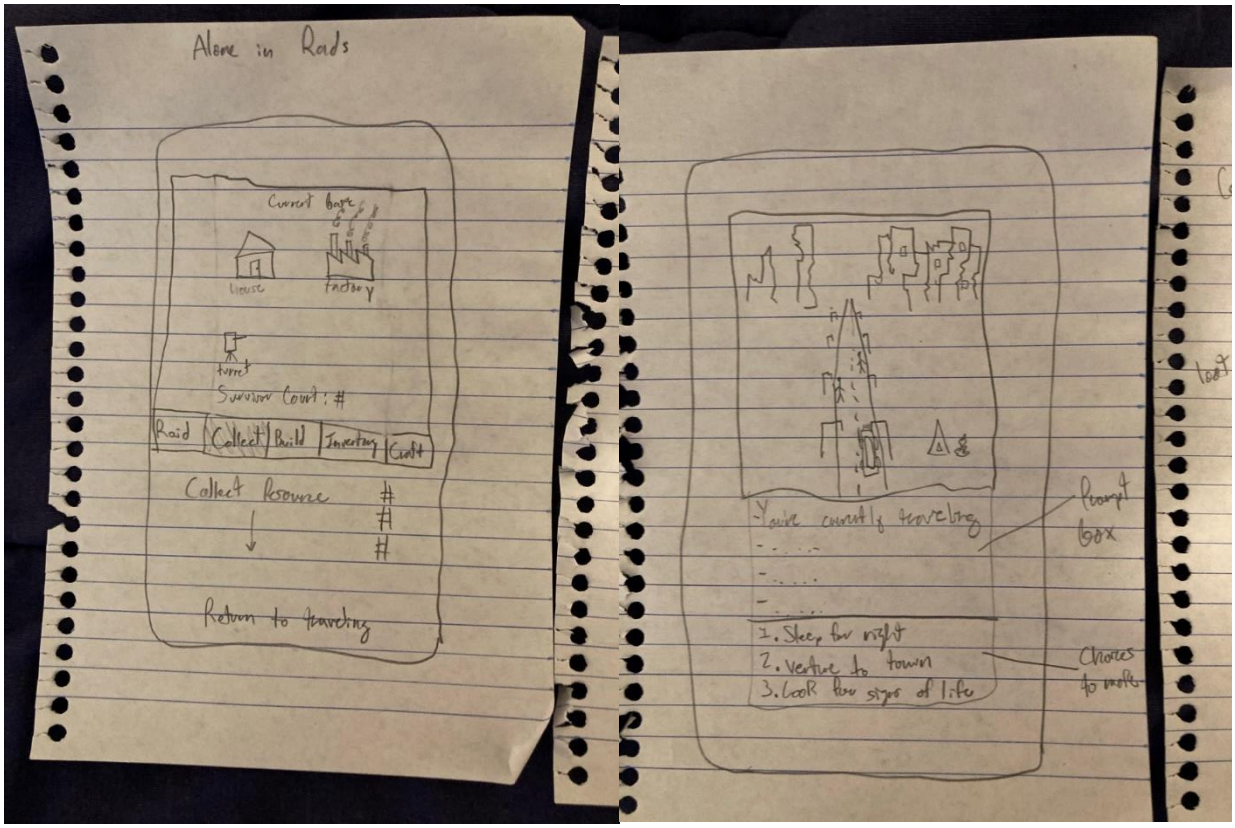
Text-grid style for exploring (2hrs)

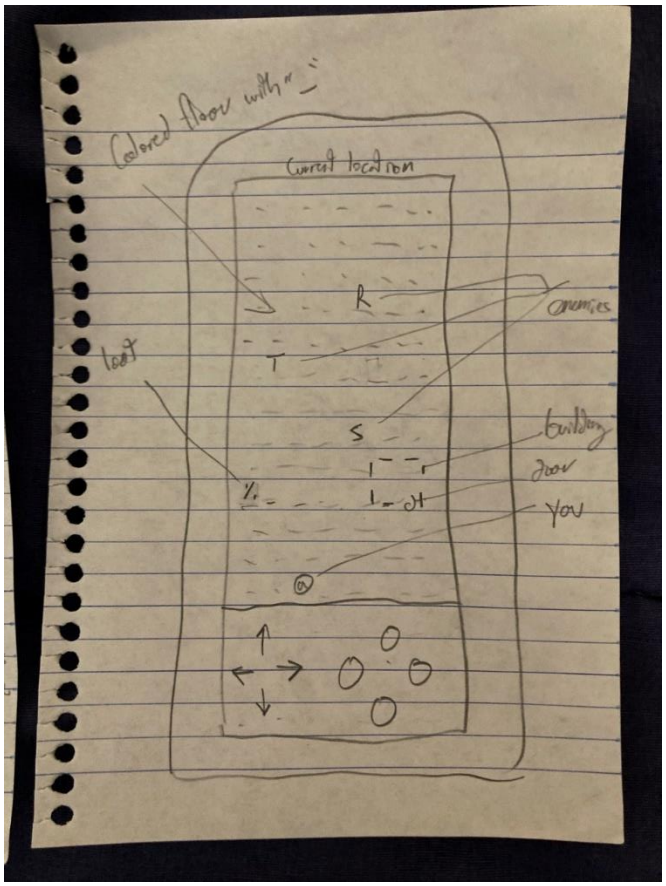
Random Events (5hrs)

City management/building (7hrs)

Optional Storyline that takes place in the harsh post nuclear wasteland (10hrs)

Sketch:





Similar Apps: POWDER, Organ Trail (a zombie spin off of Oregon Trail)

Intended Audience: Teenager Gamers, College Aged Gamers, and Old School Gamers

Price: Free

This would need to be native Swift and UIKit elements, so I wouldn't recommend this as an app to do as a final since it would also need to include mobile specific features like GPS, maps, Core Data or many of the other ones we've covered in class. Also, games are extremely hard to get right.

Idea #2 – MyTV

Description: Always forget what TV show you're hooked on after the season ends? Well not anymore! With this app, you will be able to keep track of your favorite shows by knowing their new release date the day it becomes available, when the next episode will air and being able to organize your shows in their own custom categories.

Feature List:

Where is this data coming from for each season? Is this something you'll enter yourself? If so, that'll be extremely tedious to keep up to date.

Database of Tv Shows (6hrs)

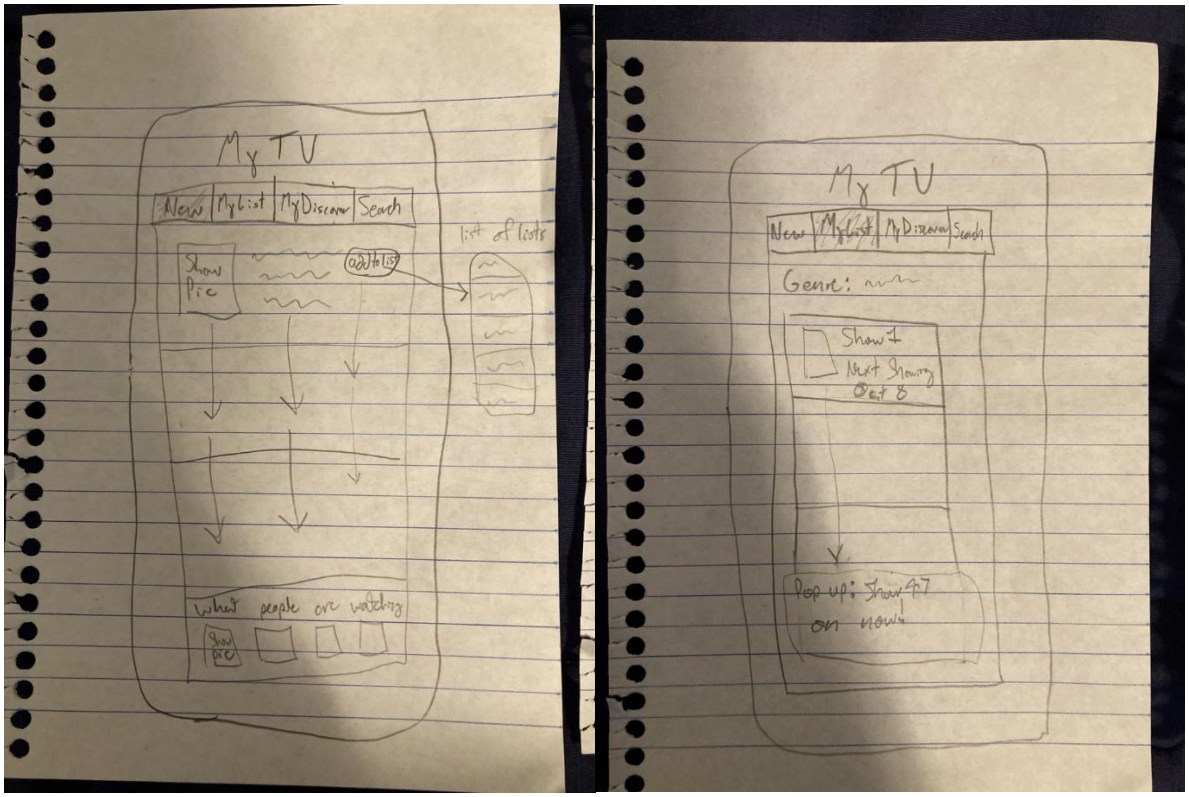
Making multiple lists to sort through different shows and genres (5hrs)

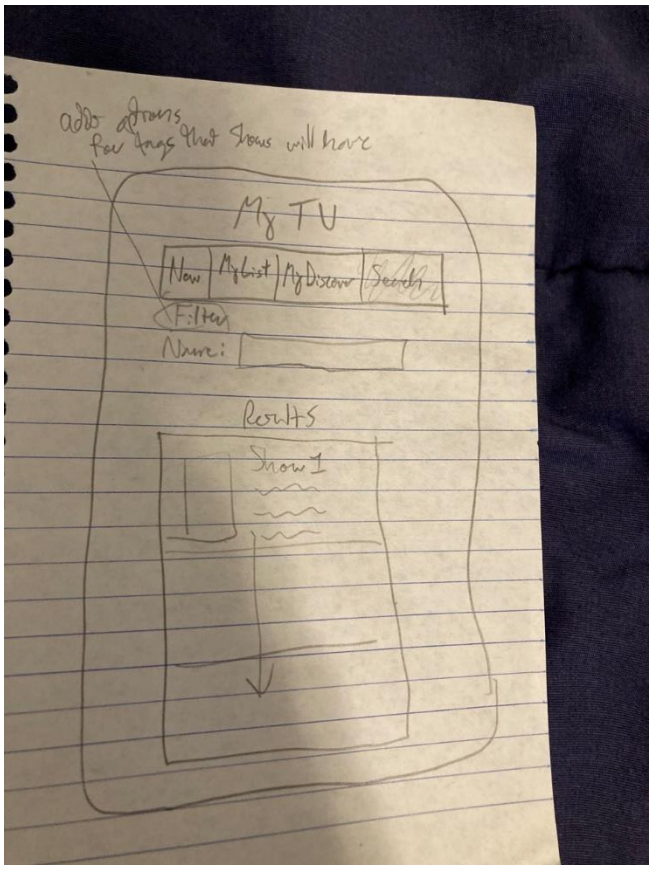
Save a list of each genre that a user can quickly access (5hrs)

Setup notifications for when a show is running, which will require internet (7hrs)

Sketch:

You can use local notifications for this. That won't require the internet, but just an internal timer that fires on a particular time and day.





Similar Apps: TV Time: Track Shows & Movies, Hobi Time – TV Shows Tracker

Intended Audience: Teenagers to people in their 50s, not kids.

Price: Free

This demographic is quite large, but any specifics would help.

Idea #3 – Flickster

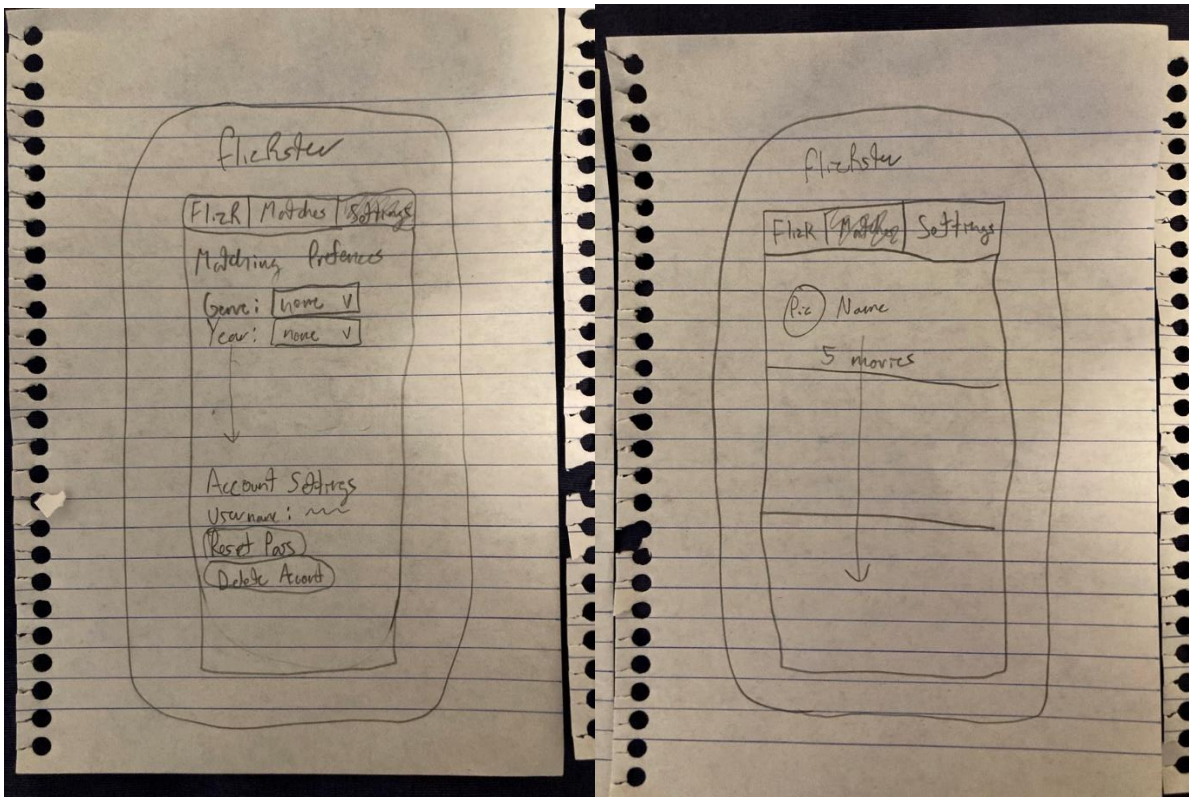
Description: This app will be like tinder, but instead of matching with someone based on them, you're matching based on their movie choice. This app will mainly be set up to be used with friends and not to meet a potential romantic partner. Overall, it will help decide what movie to watch for the evening.

Feature List:

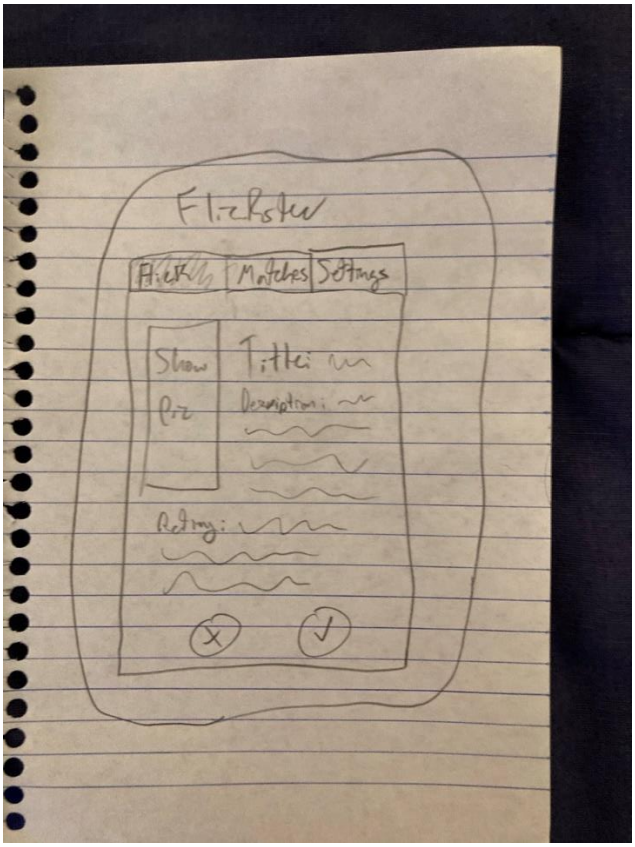
- Database for the movies to be swiped on (6hrs)
- Swipe feature that considers what each user that is trying to match (check both users' database of swiped movies) (10hrs)
- List of matched movies to go through and be able to mark as watched or want to watch most (7hrs)
- Users are able to have multiple friends in a group choosing movies or multiple different groups to find movies (9hrs)

This would require a web server to allow communication with other mobile devices.

Sketch:



This would be a decent app for a final if you added in some more technologies. If you build a basic web server, add in Core Data for the movies, with a complex data model and queries of that data, and another mobile technology of your choice, this would make for a decent final project.



Intended Audience: College students and Teenagers, not for older or younger people.

Price: Free