



RECOLLECTION

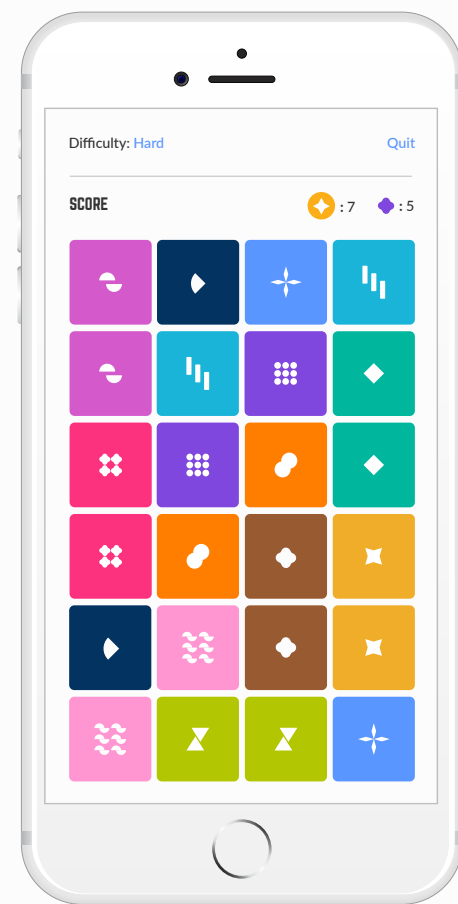
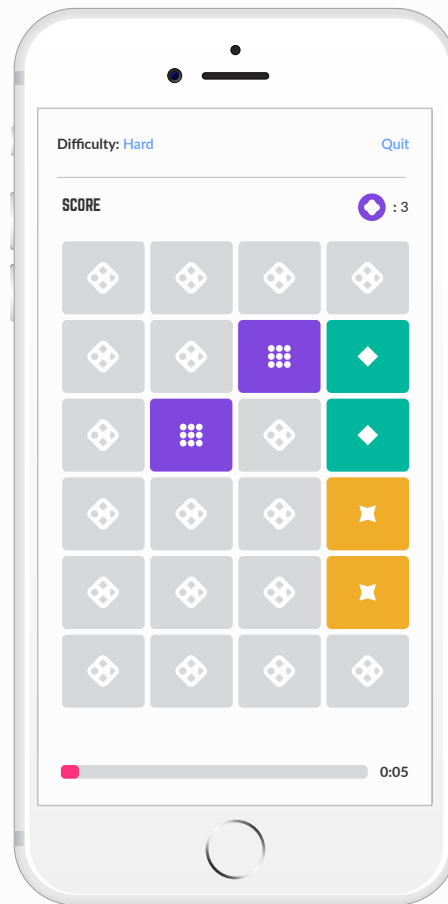
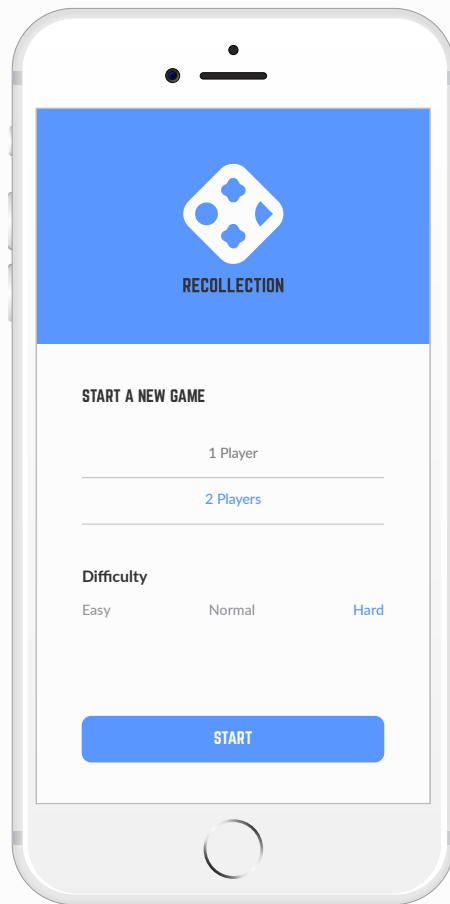
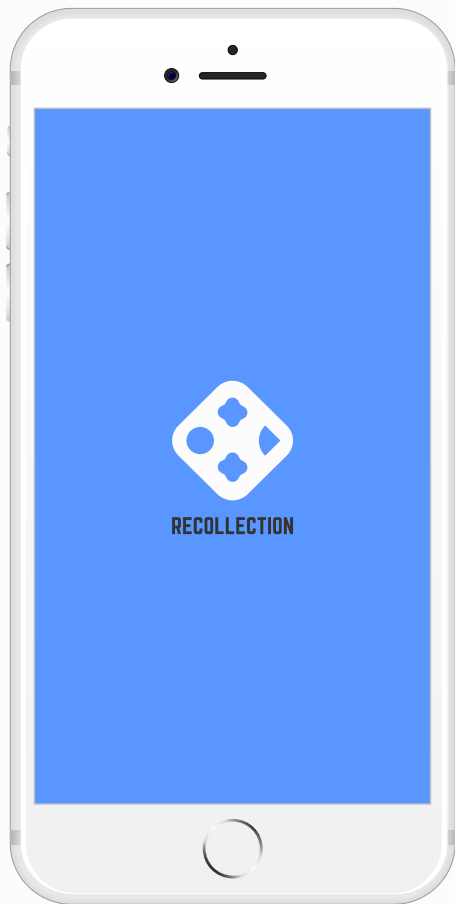
Academy of Art University

Samuel Morgan

Sara Lundberg

WNM 300 01: Interactive Applications

Spring 2018



TARGET DEMOGRAPHICS

TARGET DEMOGRAPHICS

OVERVIEW

Allen Bevans, a Google researcher shares insightful information in a recent article, "Who plays mobile games?". Bevans places players on a spectrum which includes casual gamers, hardcore gamers and everyone inbetween. Findings conclude that the most common age range shared between casual and hardcore gamers is 26-45 years old. However, the data also shows that casual gamers are mostly female while more serious gamers are dominantly male.

TARGET AUDIENCE A

Age: 26-30 (Millenials)
Gender: Female

TARGET AUDIENCE B

Age: 35-45 (Generation X)
Gender: Female

GAME CONCEPT

GAME CONCEPT

OBJECTIVE

Recollection is a memory game designed for either one or two players to participate in. The objective is to find a series of pairs of matching shapes on a game board.

SINGLE PLAYER

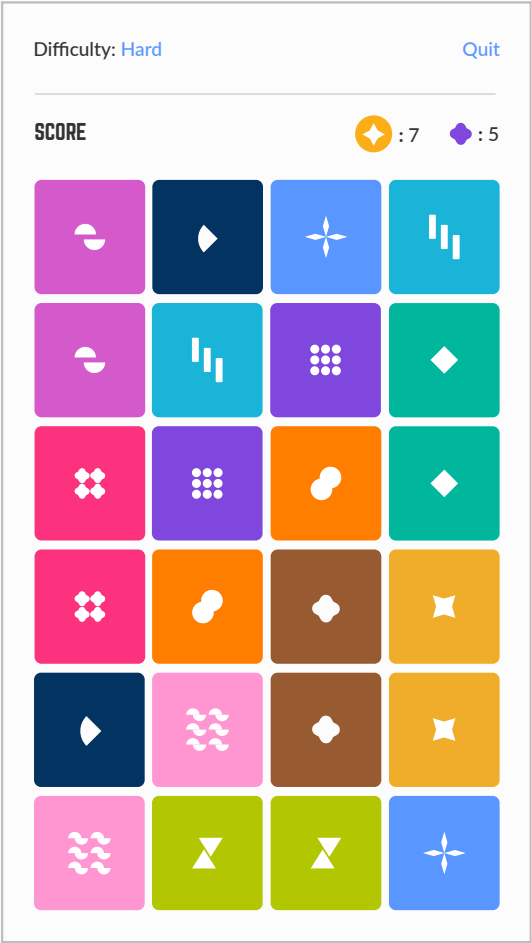
In single player mode, the main goal is to find each matching pair of shapes before a timer runs out. If the player is successful, they win the game. Loss of a round occurs when any shapes are unmatched when the timer expires.

TWO PLAYER

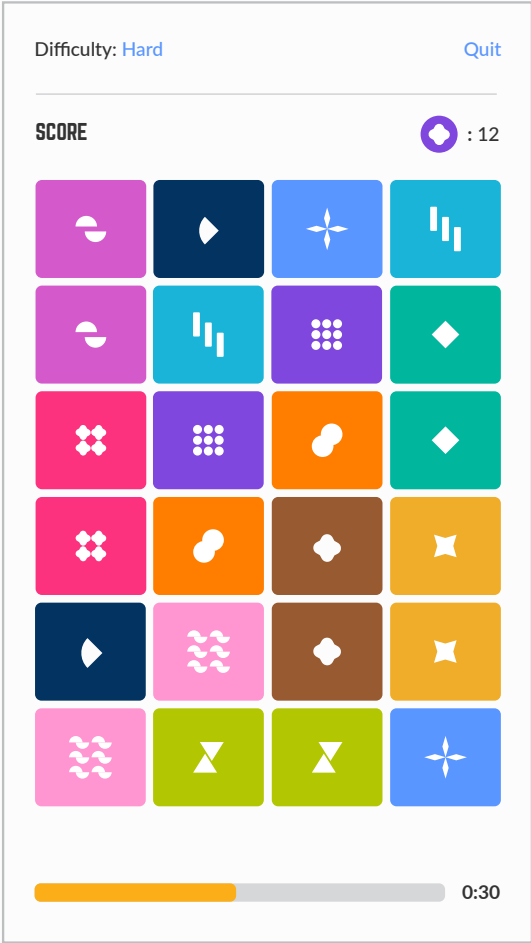
Two player is a mode in which two players compete against each other. The players take turns matching shapes and the winner finds the most pairs when the gameboard is full.

DIFFICULTY LEVELS

HARD DIFFICULTY

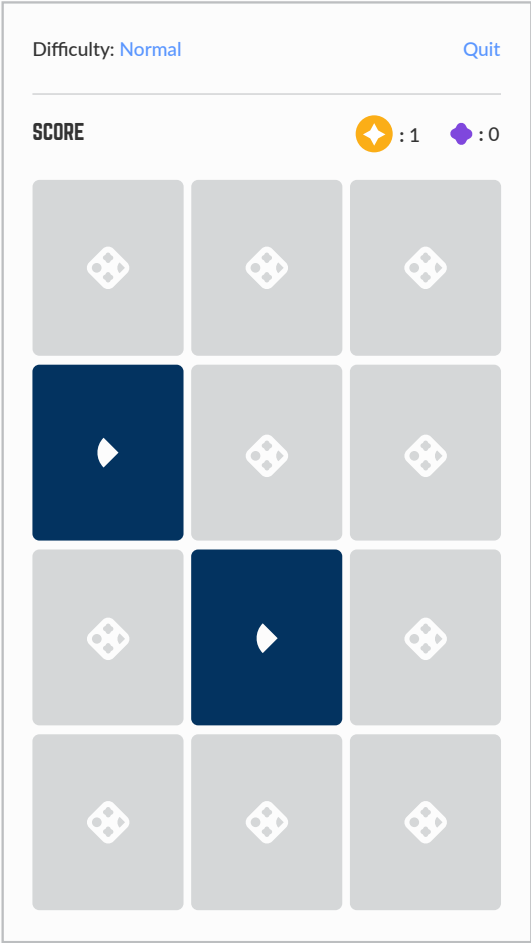


In 2 player, gamers play on a 24 square board. The winner is whoever finds the most matching pairs when the board is full.

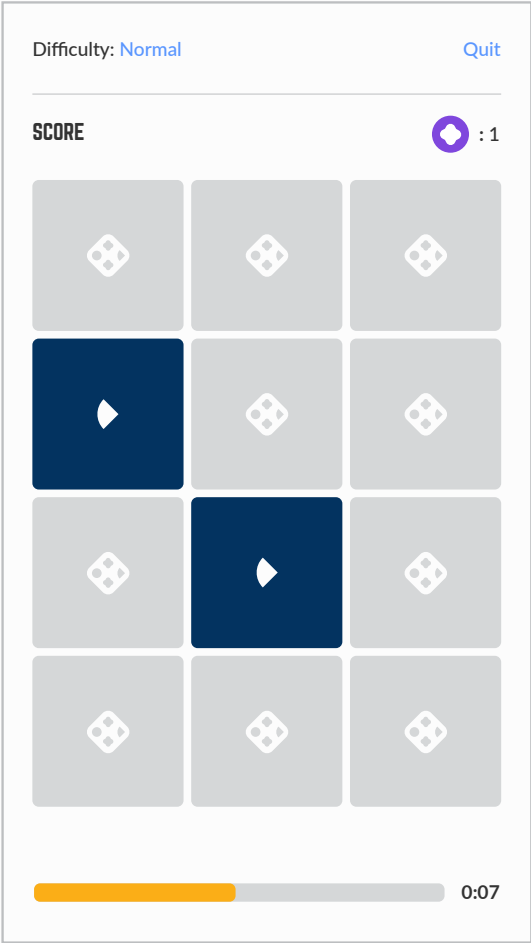


In 1 player, a gamer plays on a 24 square board. The game is won if the player finds all pairs before the 1 minute timer expires.

NORMAL DIFFICULTY

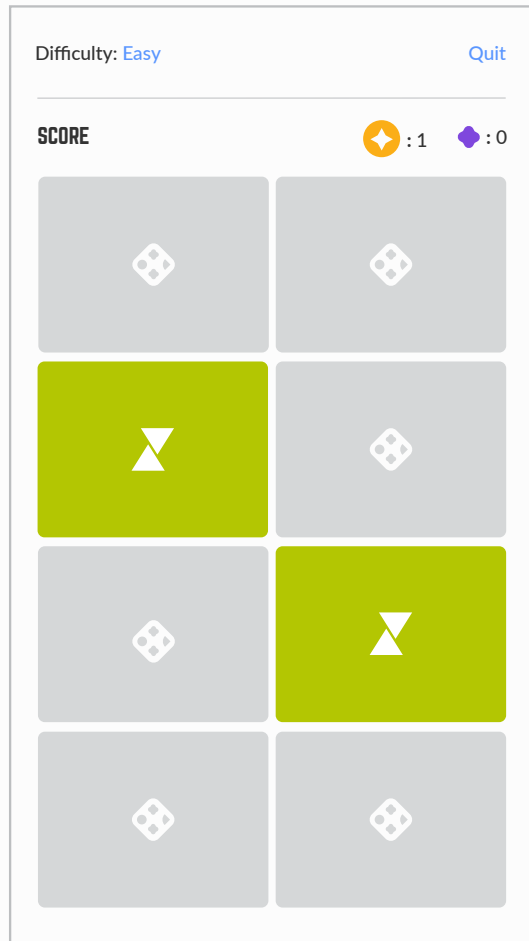


In 2 player, gamers play on a 12-square board. The winner is whoever finds the most matching pairs when the board is full.

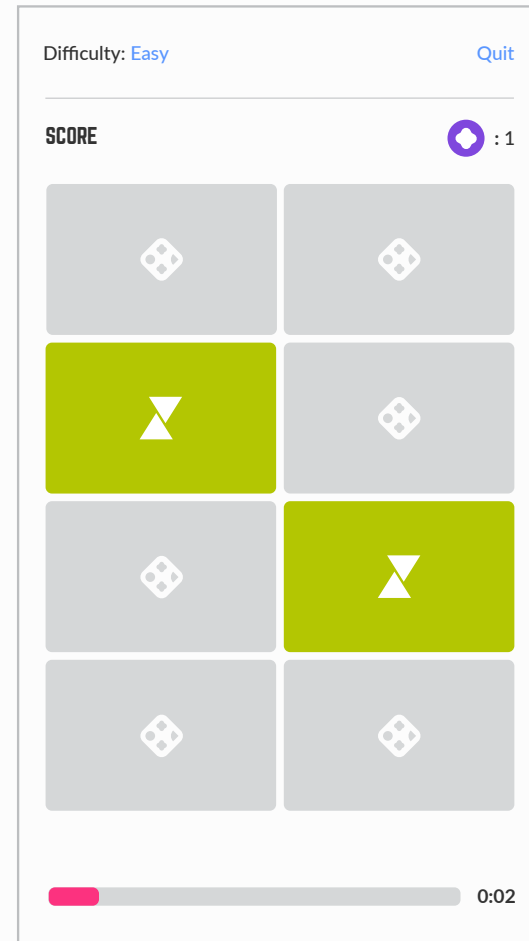


In 1 player, a gamer plays on a 12-square board. The game is won if the player finds all pairs before the 15 second timer expires.

EASY DIFFICULTY




In 2 player, gamers play on a 8-square board. The winner is whoever finds the most matching pairs when the board is full.



In 1 player, a gamer plays on a 8-square board. The game is won if the player finds all pairs before the 10-second timer expires.

WALKTHROUGH

WALKTHROUGH



RECOLLECTION

START A NEW GAME

1 Player

2 Players

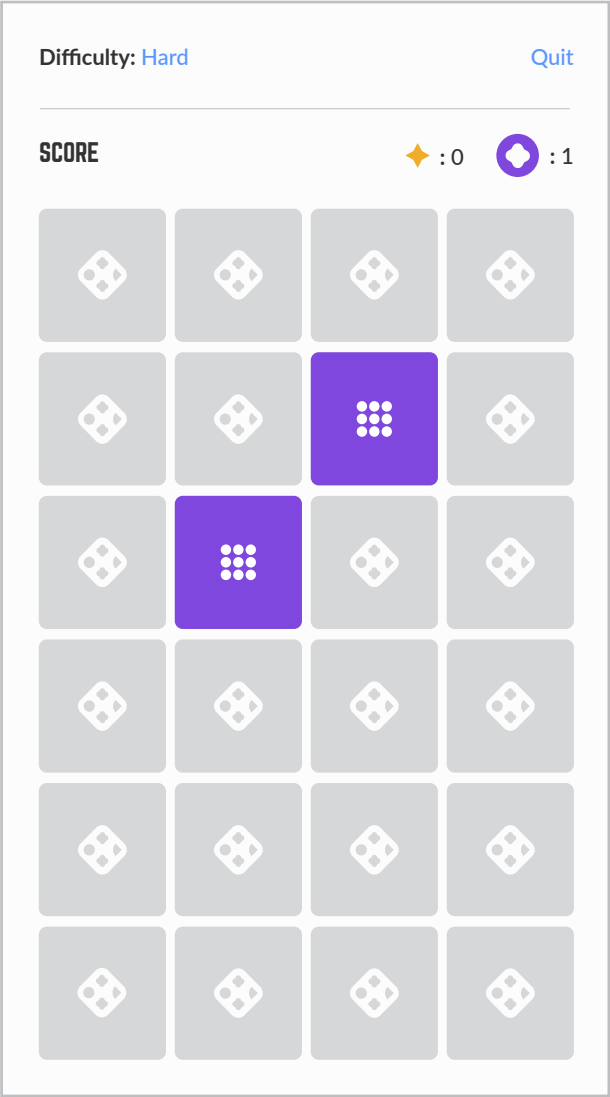
Difficulty

Easy Normal **Hard**

START

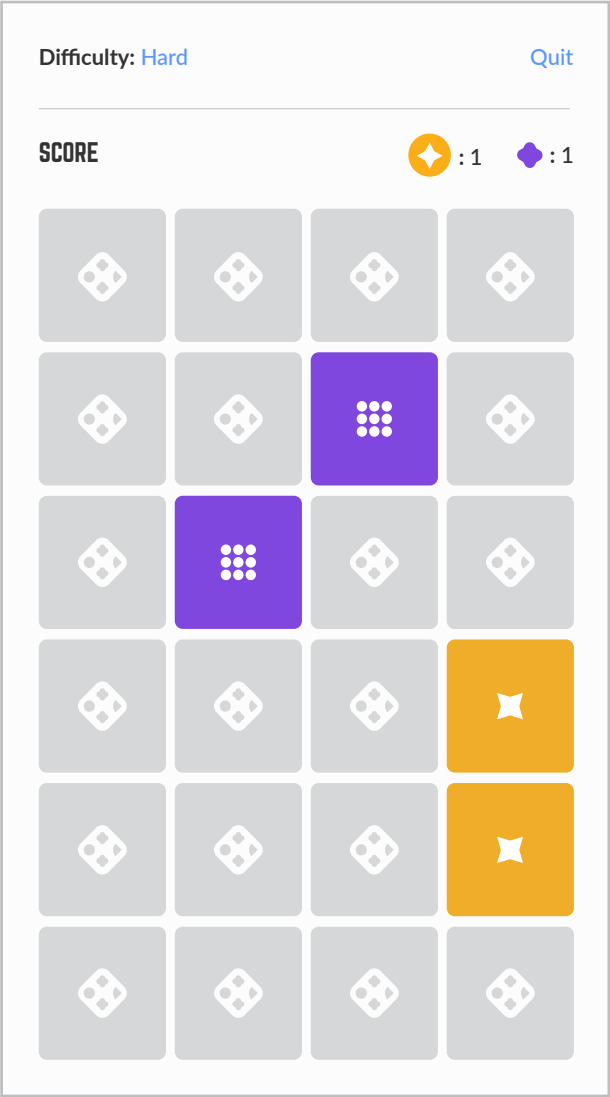
First, the players have the option to choose between single, or two player mode and can pick from easy, normal, or hard difficulty.

WALKTHROUGH



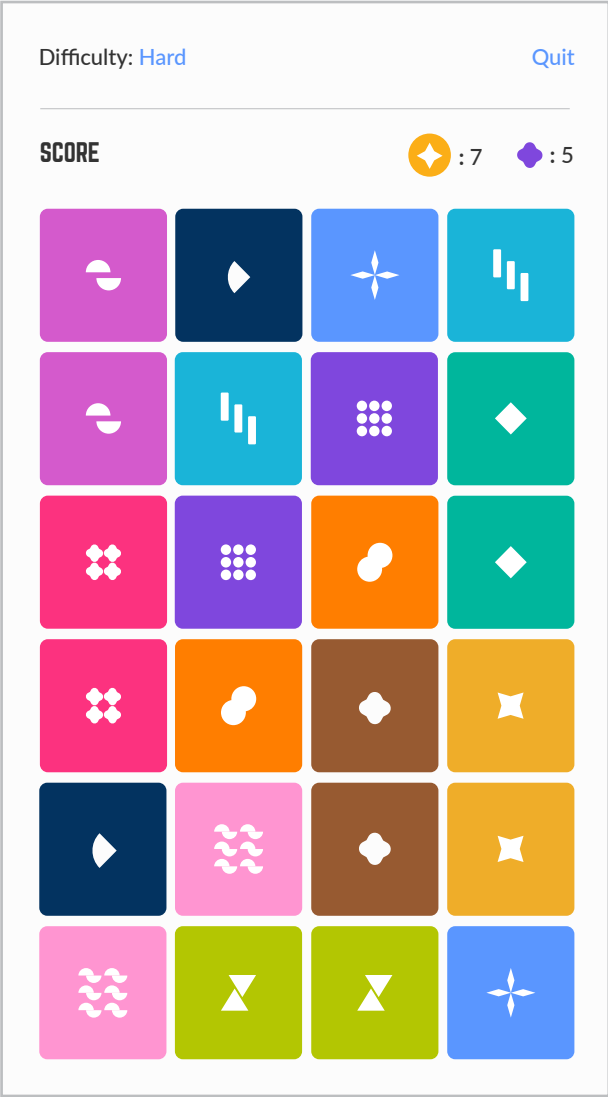
Player one takes the first turn and luckily finds a pair of matching shapes.

WALKTHROUGH

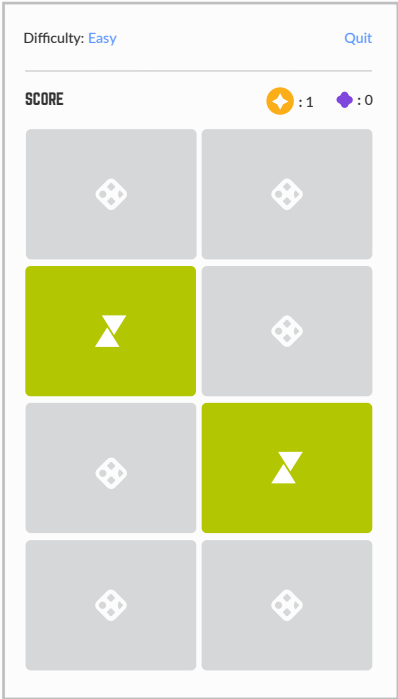
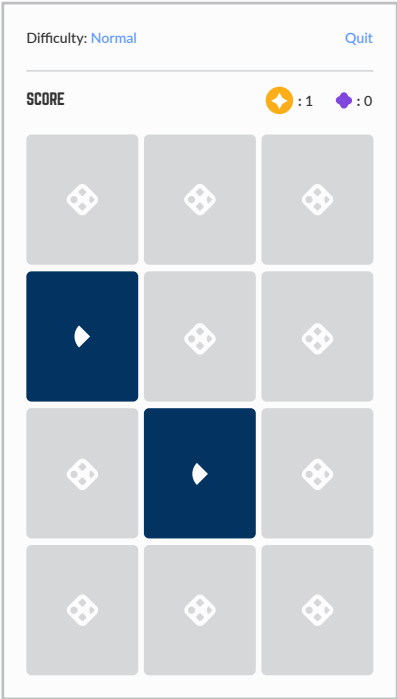
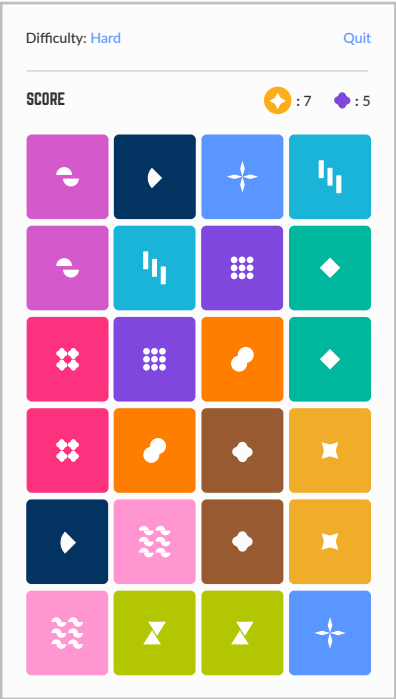
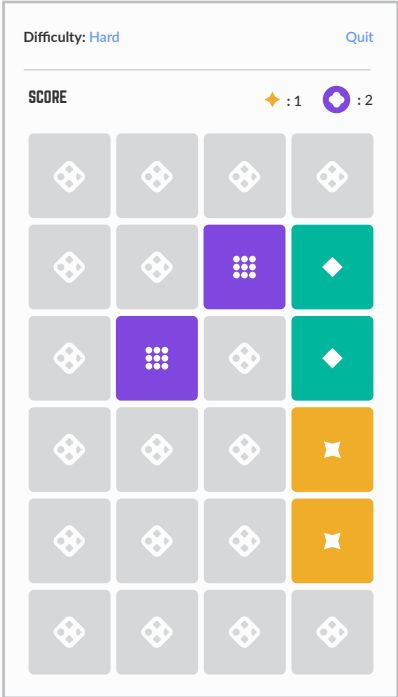
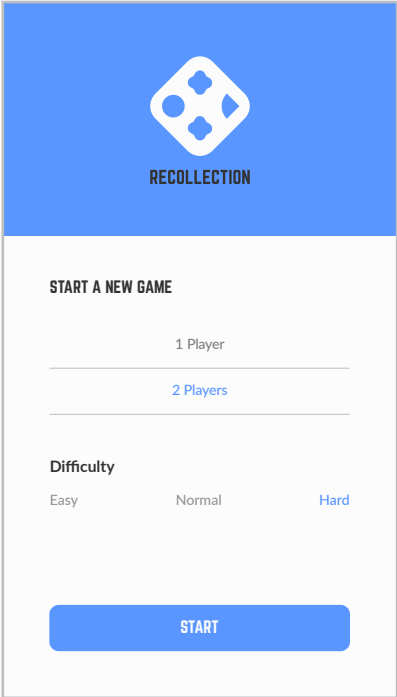


Players change turns each time someone flips over two cards on the game board and doesn't find a matching pair.

WALKTHROUGH



In two player, the game is over when the gameboard is filled. The player with the most matches wins.



BIBLIOGRAPHY

BIBLIOGRAPHY

Bevans, Allen. "Who plays mobile games?" Medium,
medium.com/googleplaydev/who-plays-mobile-games-8b33f76bb6d8.
Accessed 18 May 2018.



RECOLLECTION

Academy of Art University

Samuel Morgan

Sara Lundberg

WNM 300 01: Interactive Applications

Spring 2018