

Team Project- Meeting 1: 01/02/2018

Ideas

- Simple Application for Android phones- (Party game/Search & Compare/Food Diary with recipes).
- Game made using Java or C# with access to an online database.
- Meetings in person at least 2 times a week to discuss and develop project more.

Party Game

- Designed for Android to demonstrate using an android phone or emulator from android studio.
- Made in Android studio, can use knowledge from application development module.
- Will design the UI over the next week and focus on looks and features/functions.
- Will use random questions found within a database and use a random number generator to fetch the questions.
- To prevent repetition the numbers used will be stored in a list and if the random number is in the list then the app wont display that question.
- Each question will have a forfeit so that the users have to do something for not completing the question.
- Will feature different levels/intensities of forfeits that can be selected at the start of the game.
- The users will enter their names at the start and they will be randomly drawn from the list of names to choose the player.
- By using names score can be kept and checked by displaying them on screen.
- Scores will vary depending on if the question is answered and if it is a timed question it will be based on how much time is left or how quickly the question is answered.
- Will get design ideas before weeks 3/4 and then start developing the application from that point to be able to present it with demos.
- Will test the application by giving it to a small group of people to test see whether they like it or anything needs changing/adding.
- Add bonus rounds, example given was similar to paper toss like beer pong type level.
- Adding transitions between questions rather than just flicking from page to page.
- Start by publishing app to an open source download on a website, then if feedback is good publish it to the play store.
- For the presentations, it could be made interactive by using the prototype and the phone to get people involved and make it more interesting.
- Finish prototype by week 6 to be able to present the demo.
- As players hit milestone scores they will be bonuses (immunity, etc.) for a round.

- Make the questions simple enough to be answered of the top of the head but also not too easy so a little bit of pressure is applied to the players.
- Maybe implement pass the bomb style questions so pass the phone and if the timer ends on someone then they will be out for that round or have to do a forfeit.