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Ninja Defender – Mobile Application Brief

1. What is the aim of the app?

- The goal is to protect main hero, preventing the attack of the enemy.

2. Description

- Dragons and enemy ninjas approach the main character. The main hero must hit the enemies with a shuriken before they get close to him. For each enemy killed, a fraction of the mana scale will be increased. When the mana scale is full, you can use the main ability of the hero. For killed enemies, points will also be counted. When the main character collides with enemies, the health scale will decrease. You lose when the health bar is empty.

3. Target group

- Everyone 10+, who likes to pass the time in breaks with games and who likes simple and non intensive games.

4. Competing apps

- Three Defenders 2
- Defender 3

5. Platform

- Android

6. Type of Device

- Smartphone

7. Application content

- Main menu
- Buttons
- Score points
- Hp and mana scale
- Main hero and different types of enemies
- Audio(sounds of objects and background music)
- Pictures and animations of objects
- Different backgrounds
- Different appearance for main hero

8. Aura user experience

- Application should relax and at the same time captivate the user. The main location will be the dense forest with main hero and different types of enemies which in turn will involve the user. The whole process will be accompanied by music.

9. Budget

- The minimum amount for food and drink for the developer 😊