

BINARY

A single-player game to convert base
10 numbers to binary!

Jot

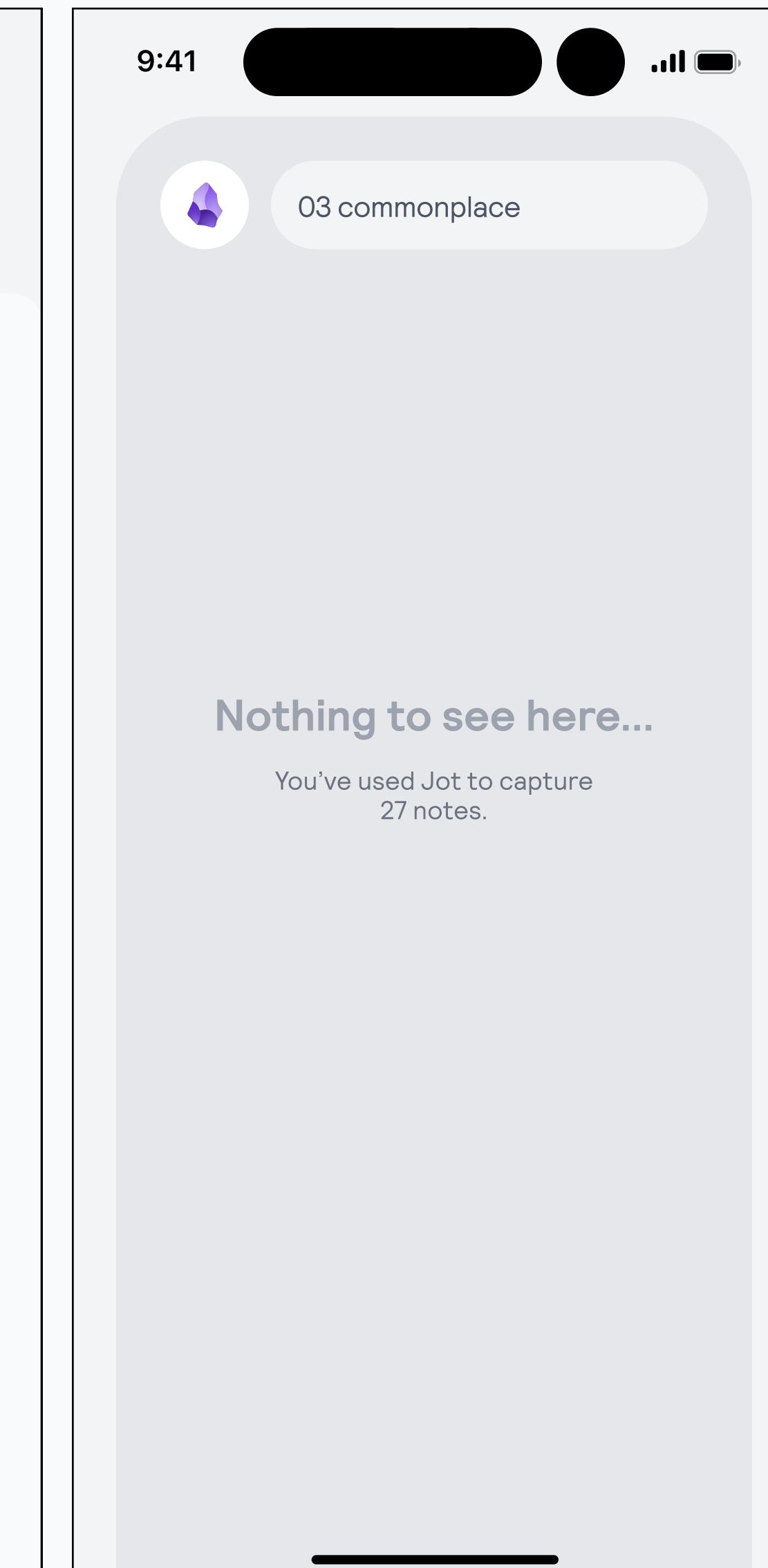
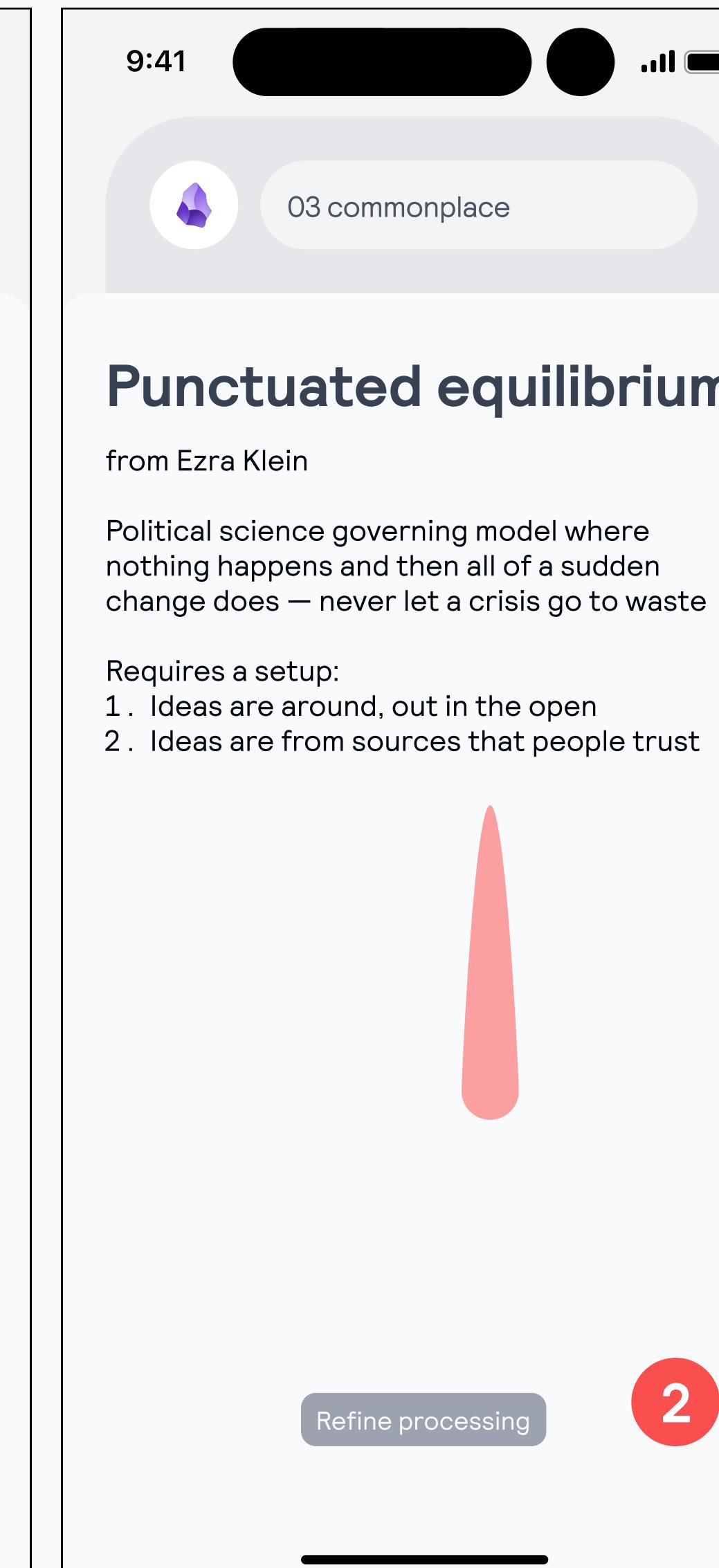
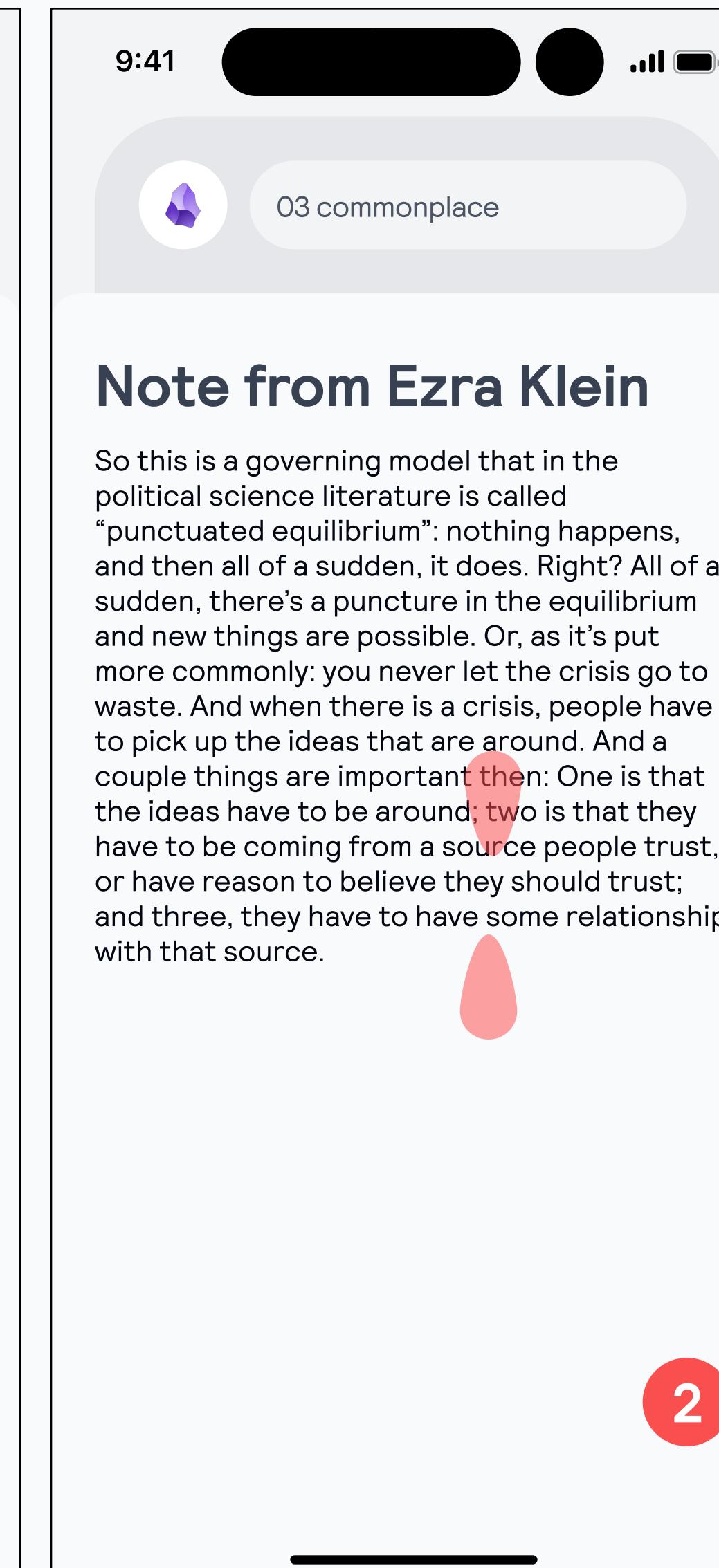
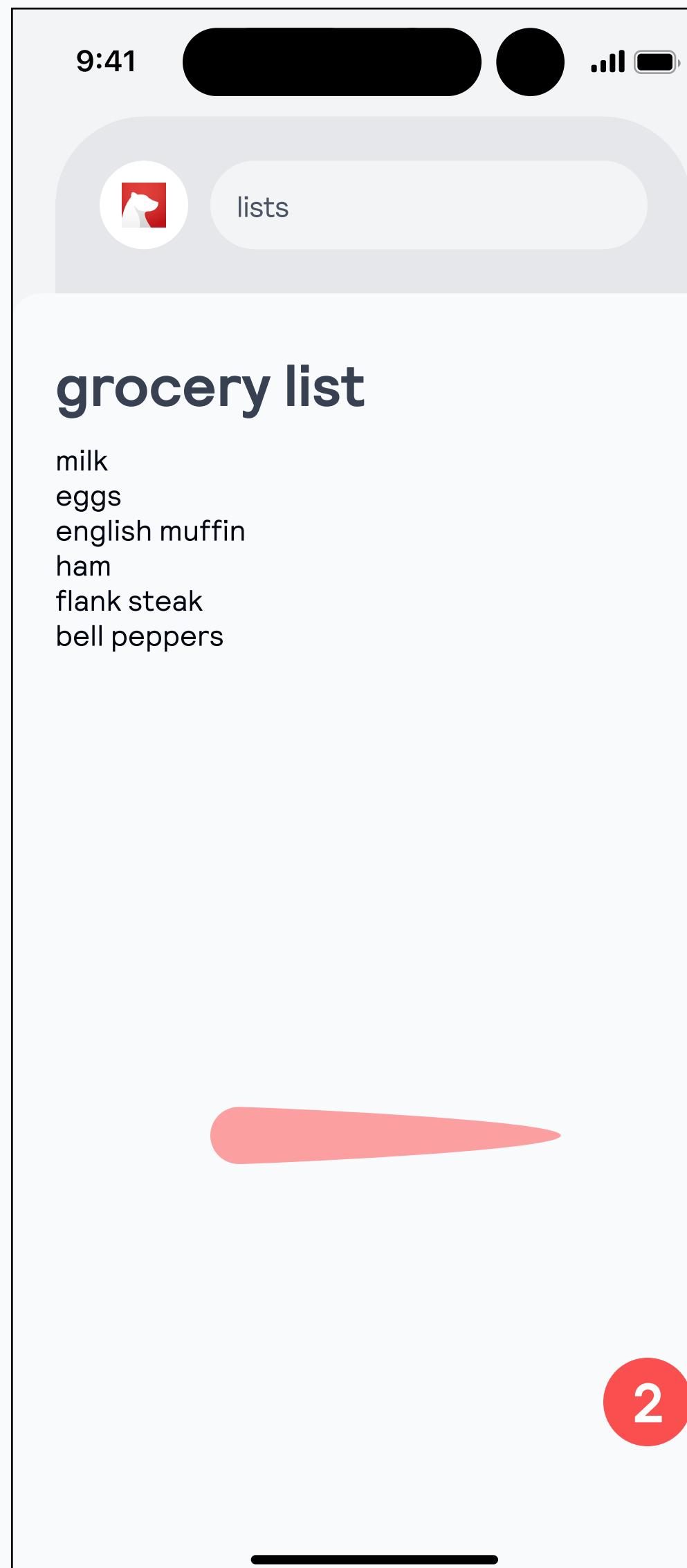
QUICK CAPTURE, AUTO
PROCESSING, AUTO ARCHIVING

Mini-game to clear inbox of unorganized notes
(shown by badge)

Swipe left and right to navigate between notes

Pinch to process using NLP and processing
prompt

Flick up to export to integration

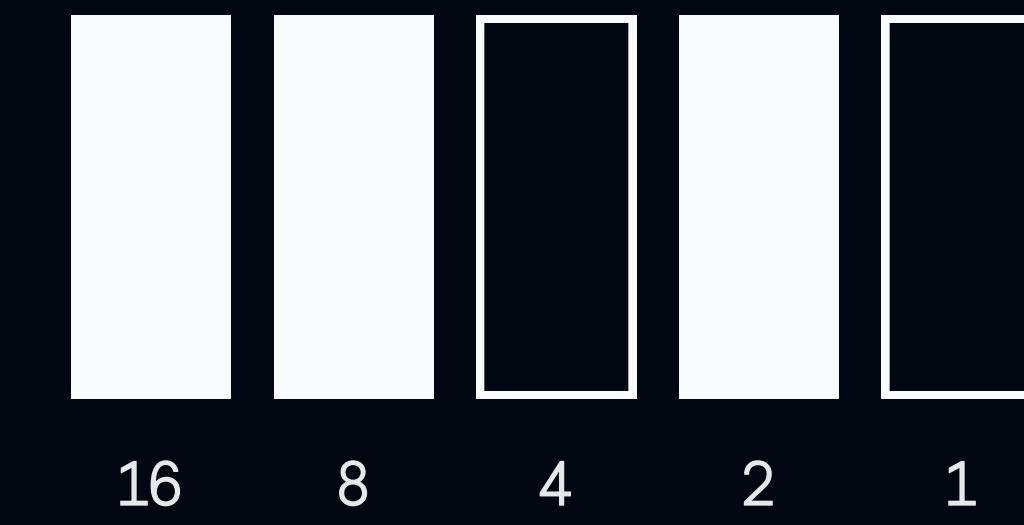


I ended up trying to implement the swipe between cards via a YouTube video but was unable to debug it, and I knew I wouldn't be able to implement this project in full.

So I decided to pivot to a smaller project that I could build out fully: **BINARY**.

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Get a number in base 10...

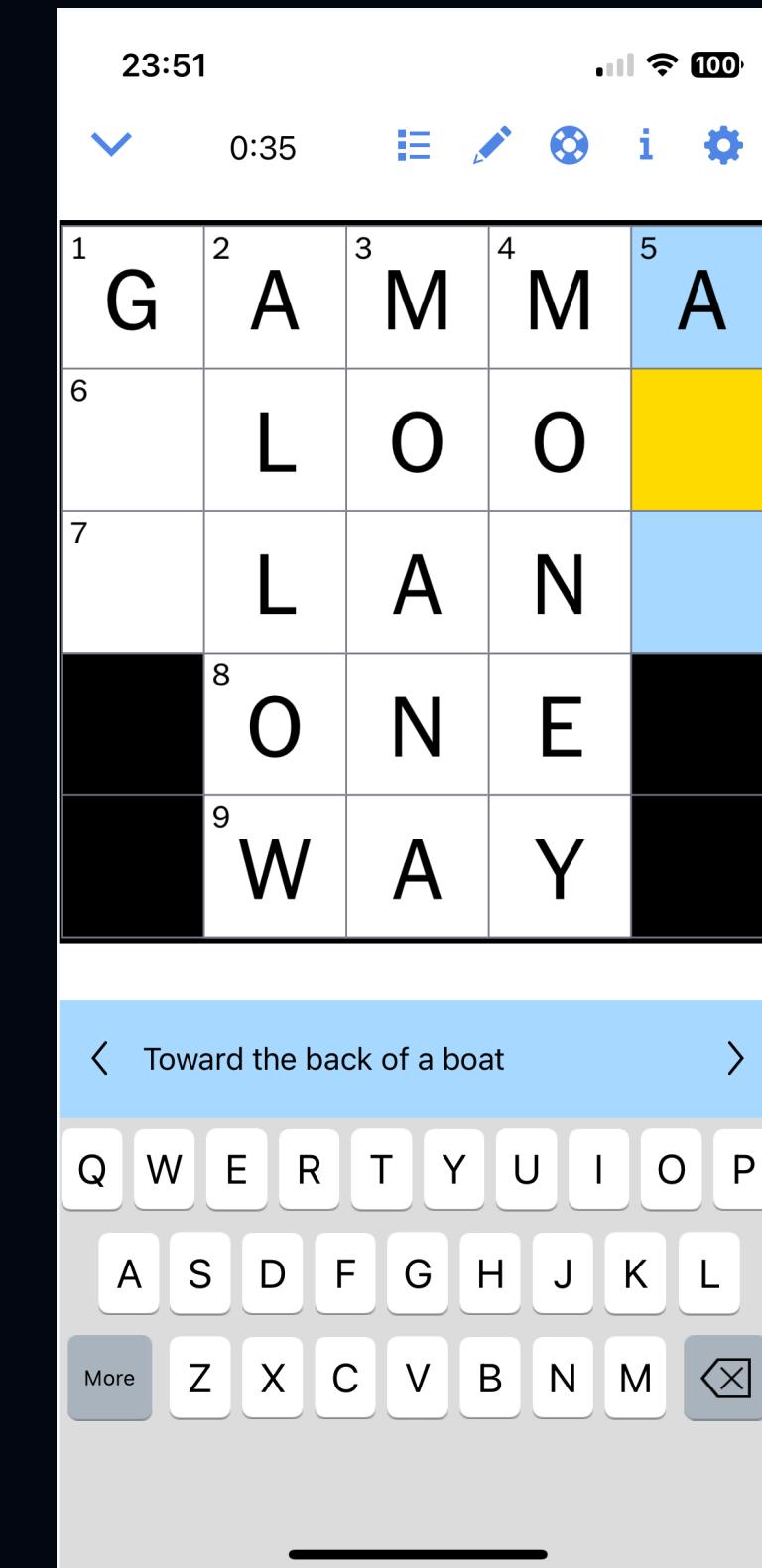


Represent it in binary by
toggling bytes true / false

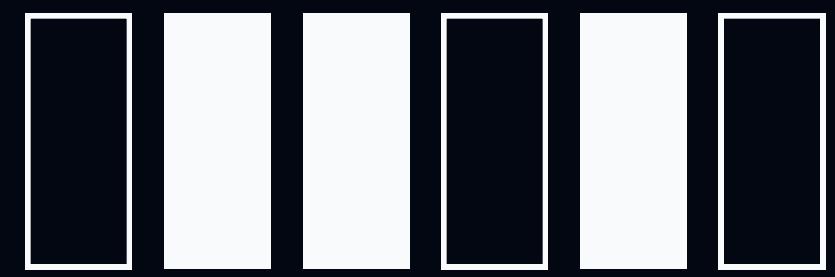


8-bit computer-esque aesthetic for a simple game

black and white, clean and square interface



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Try again!



Exit

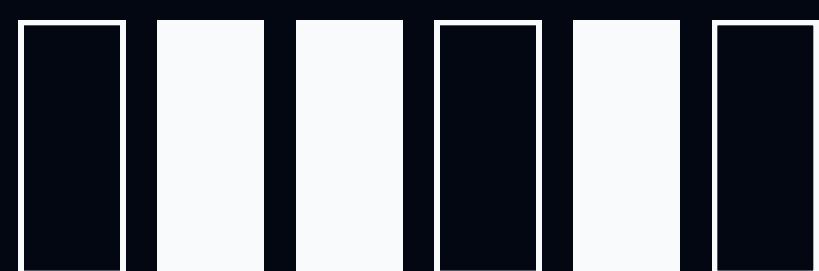
REWARD

earn points for each number
you represent correctly

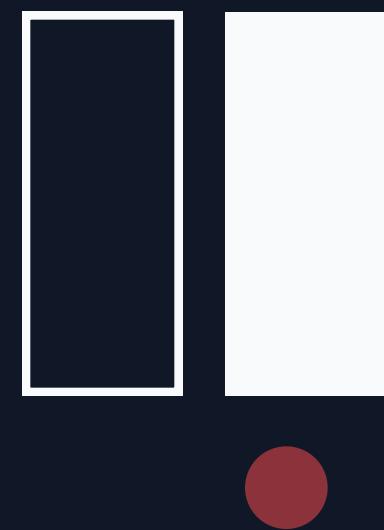
9:41

SCORE: 100

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FEEDBACK
understand your progress
in the game



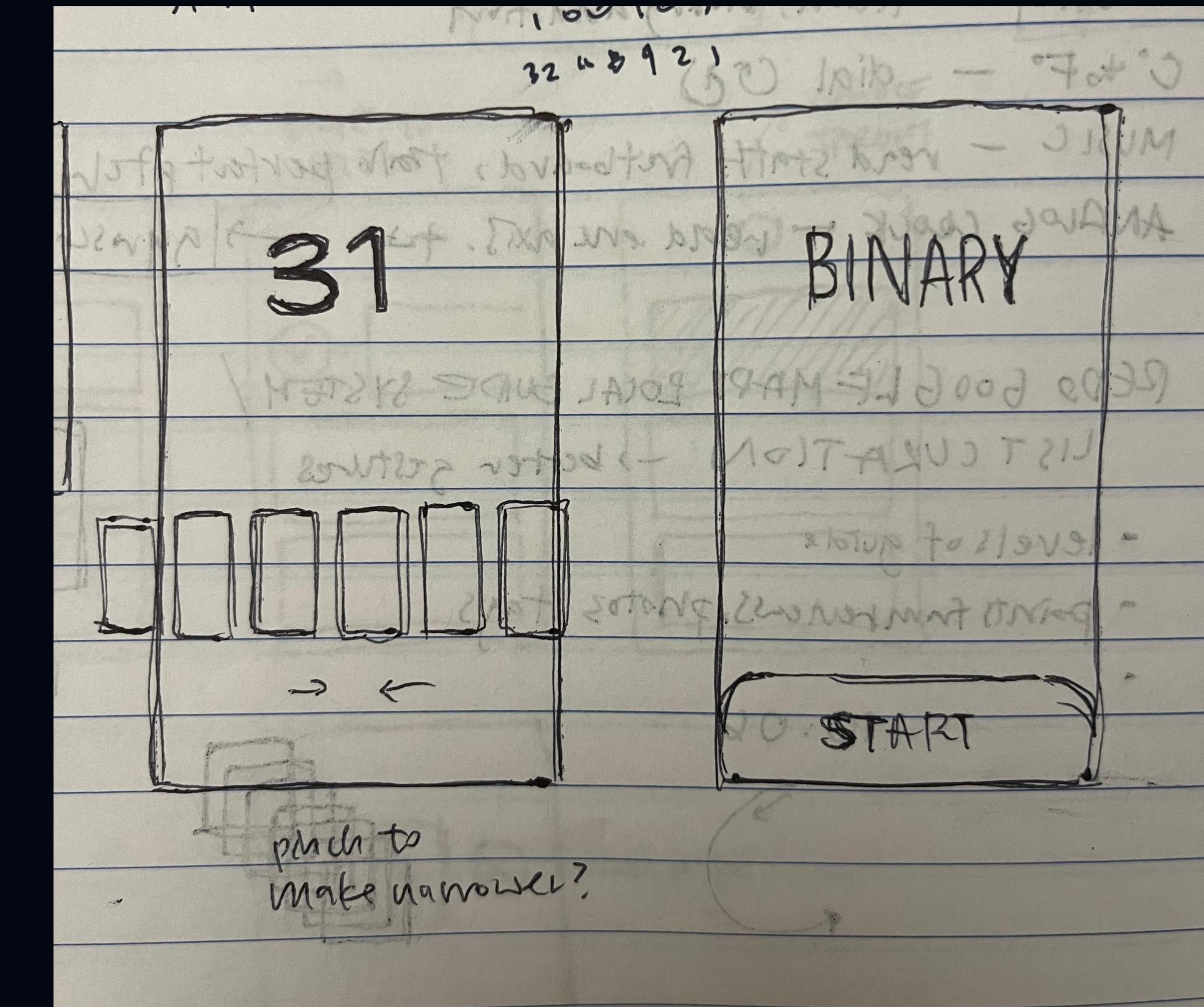
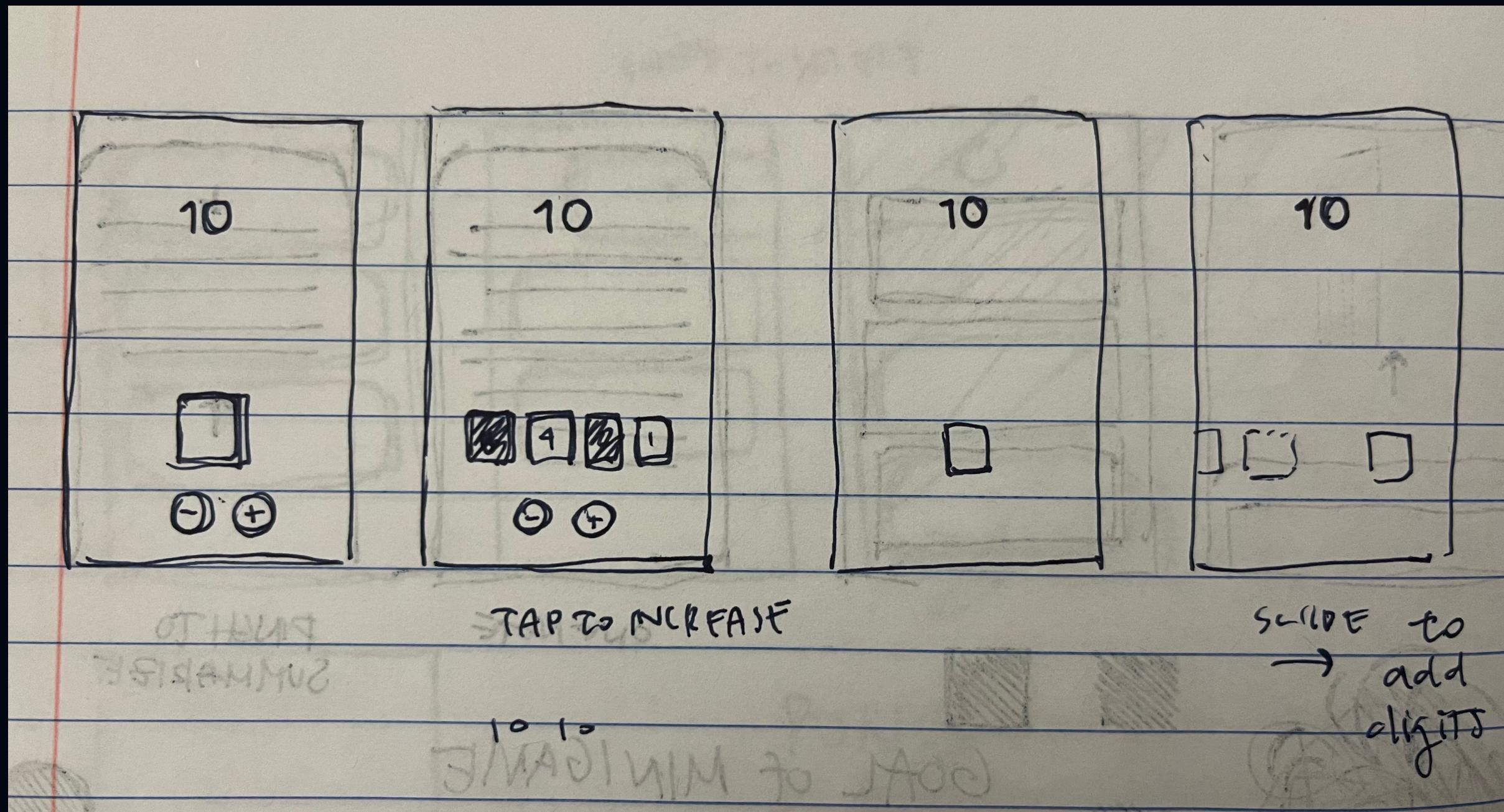
TAP
to toggle a byte

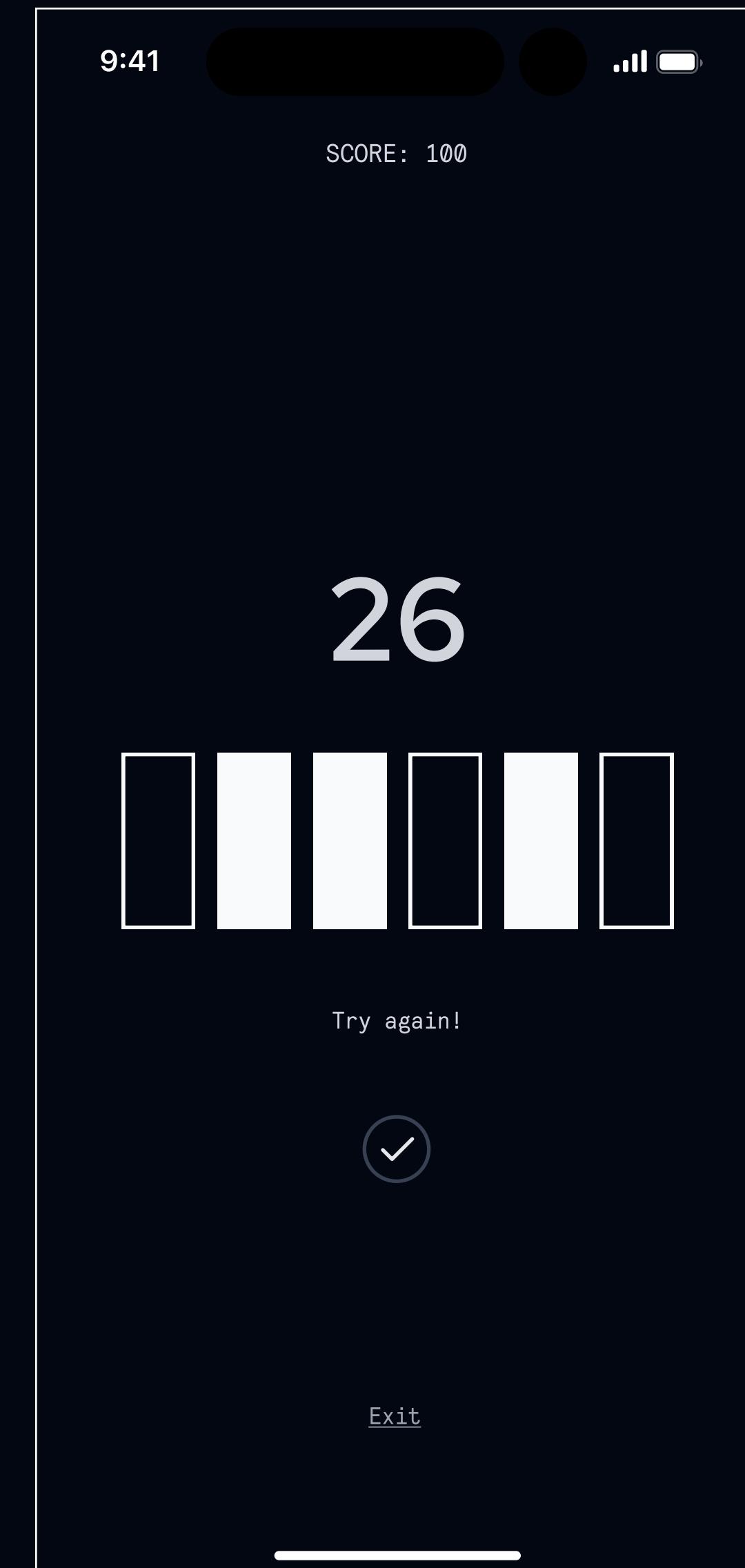
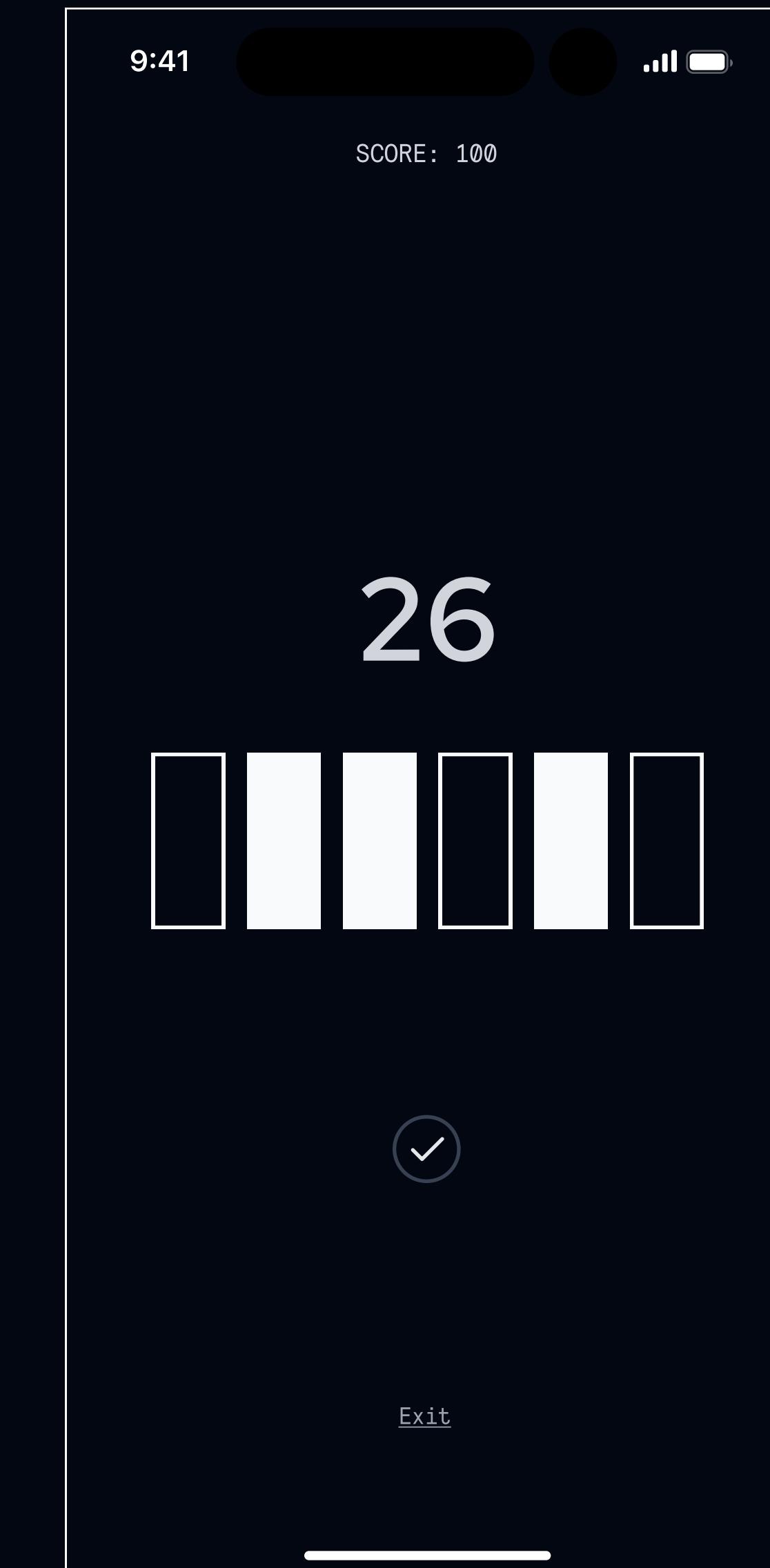
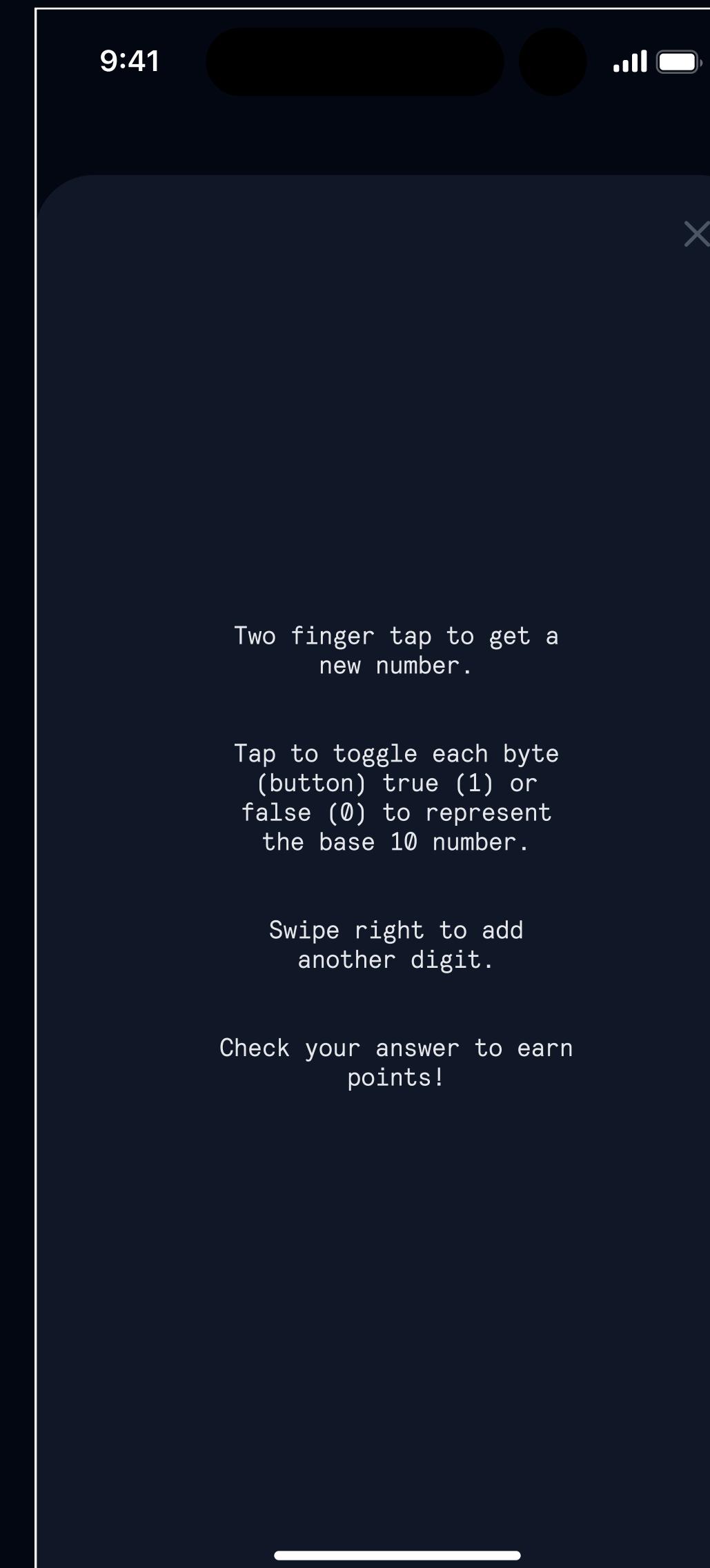
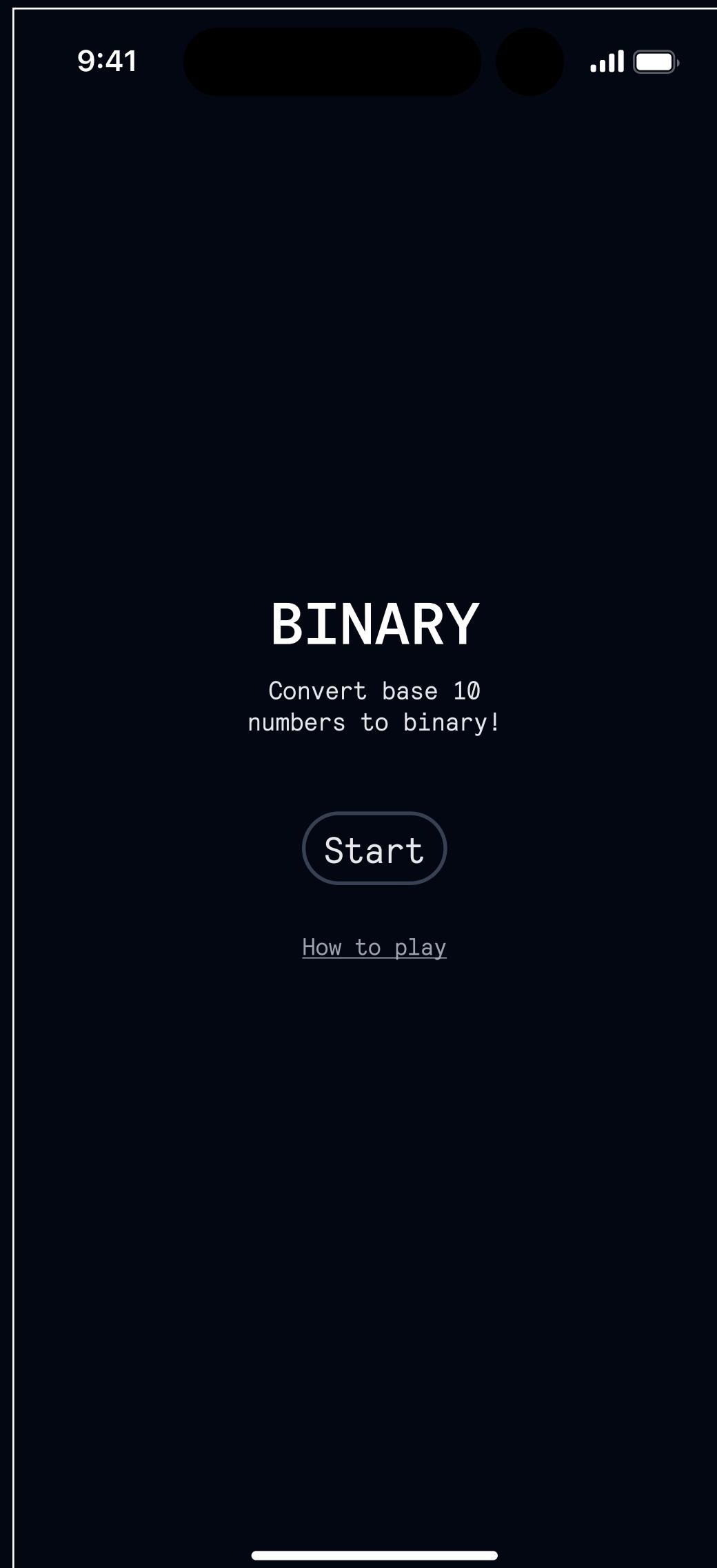


SWIPE RIGHT
to add a byte



TWO FINGER TAP
to get a new number





Other thoughts

Mechanisms I would include game modes for if I was a better Unity dev and had more time...

- [Easy] Labels for what number each byte represents
- [Hard] Penalties for guessing incorrectly
- Timer with the goal of getting the highest score possible within a set period of time