**Tap-a-thon**

**Overview**

An app that allows nearby users to have a tapping competition. The app enables users to connect to a game with the help of the Samsung Chord SDK. A game can also be projected on a Samsung Smart TV. Each game lasts for 1 minute. Each game can have a maximum of 4 players. During the game, the user is presented with a white screen, initially, which each user has to tap on as fast as possible to gain 1 point per tap. The screen randomly changes colors and can turn green, red and black; each color enforcing a specific game rule. For example, when the screen is black and the user taps on it, 1 point will be deducted and when it is red, 2 points will be deducted, and when it is green, 2 points will be awarded (but the user has to tap with 3 or more fingers). Once the 60 seconds have elapsed, a winner will be elected. If two players happen to have the same points, the judgment will be made based on the number of times they successfully tapped a green screen. If the same group of users plays the game consecutively, the results will be tracked.

**Use cases**

* Connect to a game
* Play the game
* Elect a winner
* Track group history

**Functional Requirements**

* Uses Android
* Requires a Samsung Device
* Uses Samsung Chord SDK
* Uses Samsung AllShare SDK

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*Made in L335, with love.*