

Similar Systems & Applications

- **Haydibil.com**

First similar application is a web application. Its name is Haydibil.com. This site has seven different games, but we focused only two of them which are relevant to our project. One of them is numbers and the other is letters. This project provides players to play the games on Adobe Flash Player platform which is legacy. Most users may not play the games either on mobile phone or laptop.

Aim of the games are make the highest score. For number part user has 91 seconds and try to reach a 3-digit number with using given numbers by adding, multiplying, subtracting or dividing them. For letter part of the game is to find the longest possible word by using given letters and a joker letter which can be used for an any letter desired. After every question it shows the highest scores.

Haydibil.com has seven games, different from them we will only have two games. Different from this site we will ask 5 number and 5 letter questions with turns. After 10 question we will show the user's score. Every question will have specific time similar to Haydibil.com. The main difference from Haydibil.com is our site will not be multiuser game. Similar to Haydibil.com we will build a web-based application by using JavaScript, HTML and CSS.

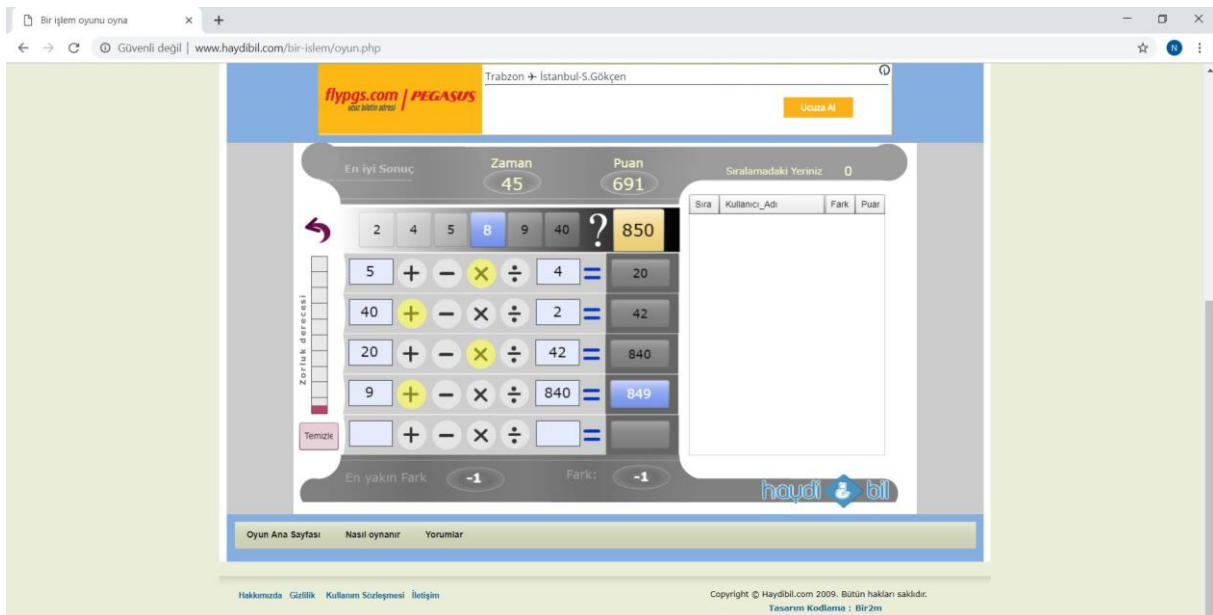


Figure 1: Haydibil.com [1]

- **Bir Kelime Bir İşlem**

Second similar application is a mobile application for Android devices. Its name is Bir Kelime Bir İşlem [2]. This application has two different parts. It has 5 number 5 letter question for each round. User has 140 seconds to answer 10 questions. User can pass the questions. Aim of the game is make the highest score. For number part user try to reach a 3-digit number with using given numbers by adding, multiplying, subtracting or dividing them. For letter part of the game is to find the longest possible word by using given letters and a joker letter which can be used for an any letter desired. For letter part user must find a word at least 5 letters long. Total score is calculated and shown after 140 seconds.

Similarly, our game will use these two parts of the game. But different from this application every question will have specific time. Also, we will try to make questions more difficult. The difference between our project and Bir Kelime Bir İşlem is that we will build a web-based application.

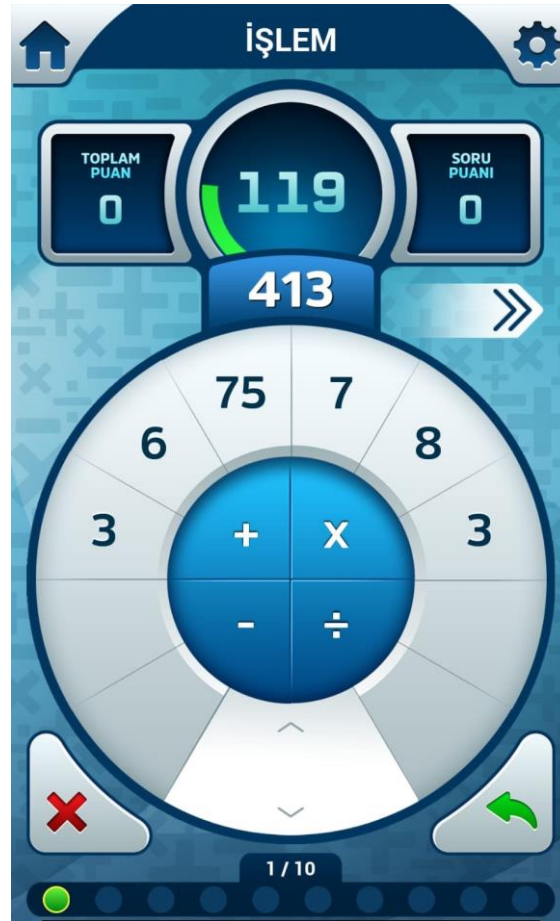


Figure 2: Bir Kelime Bir İşlem [2]

2) The Waterfall Model is more suitable for our project because the project is convenient to develop step by step. We can and will separate phases like requirements, design, implementation phases and develop the project step by step. If we cannot complete a phase successfully, we can find our mistake in the previous phase easily.

REFERENCES

[1] Haydibil [Online] Available at: <http://www.haydibil.com/> (Date of Access: 07.03.2019)

[2] Bir Kelime Bir İşlem [Online] Available at: <https://play.google.com/store/apps/details?id=com.novaludus.countdown> (Date of Access: 07.03.2019)

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