Snippet King

Project Context & Objectives

The objective of this project is to develop a functioning mobile game whilst explorinring the econimic viability of the free - to - play genre. The game at hand, "Snippet King", challanges the user to guess a song based off a short snippet that is played for them. The end goal for the game is to establish a social platform from the game in which users can play against eachother and interact accordingly.

Technologies Used

- Database: PHPMyAdmin, SQL, MySQLi
- Server: XAMPP (Local Server)
- User Client: HTML 5, Javascript, JQuery, Jquery Mobile
- Server Client: PHP, AJAX, JSON
- Development /enviroment: Dreamweaver
- Conversion technology: PhoneGap

Complexities

- Used multiple languages in unison to create a smoother experience for the user
- Created algorithms to manipulate data.
- Researched the free to play market thoroughly to ensure the decision was efficient.
- Extensive testing ran throughout development.
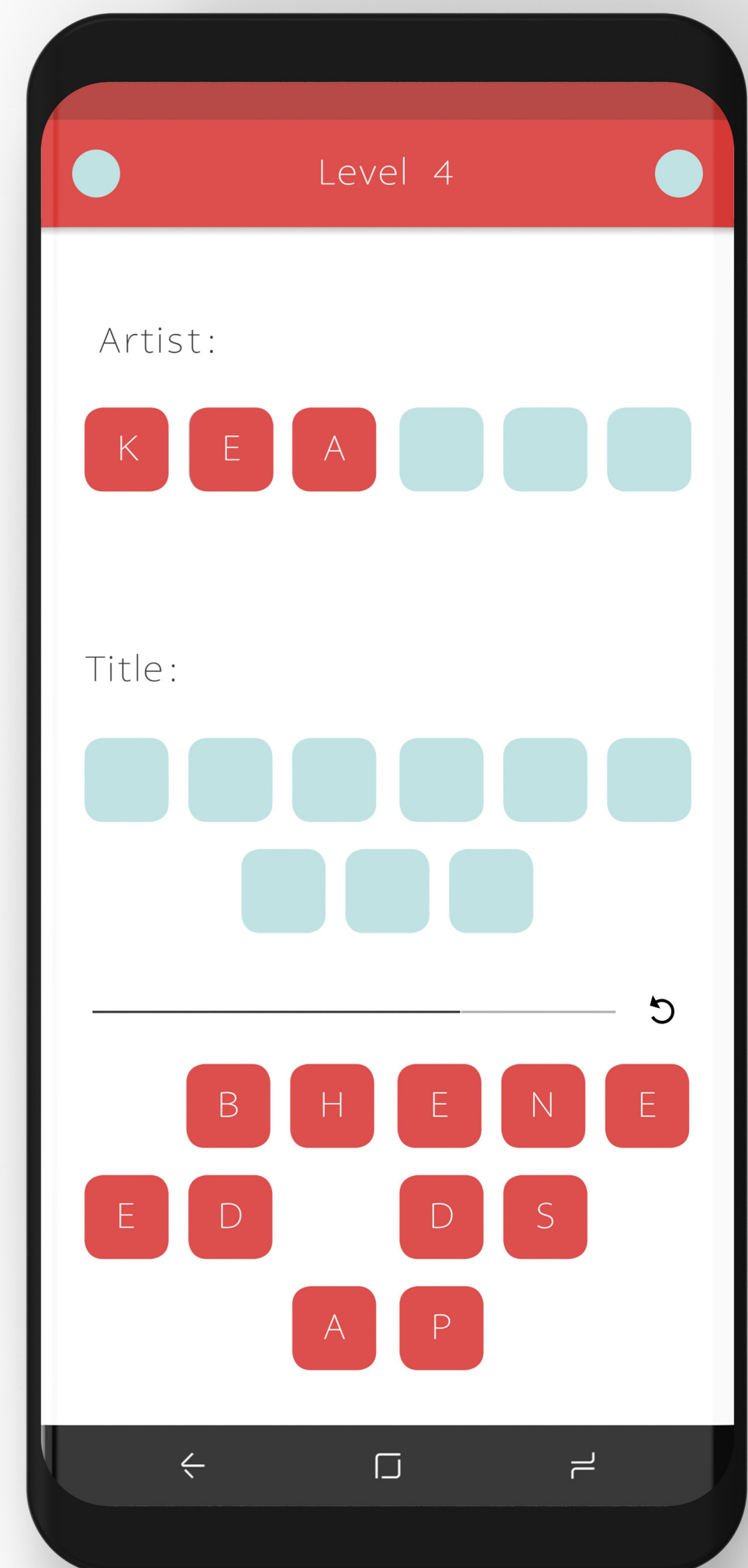
Future Work

Improvements
- Make the UI function smoother and encounter less errors in the design
- More levels to be added
- Completing a level will mark as completed and unlock the next level

New Features
- Adding boosts and 'power - ups'
- Adding multiplayer games
- Social Interactions will be incorperated

Further Ambitions

The end goal for the application is to become a social platform aswell as a gaming platform. The basis of the social aspects will be based around the game mechanics but eventually depending on a rising user base the social capabilities will be adapted alongside. When the game is well established and socially accepted the micro - transaction system will be implemented, offering the option for power - ups in the game allowing the upper hand and aesthetic entities that will improve the users profile and showcase their progress within the game.

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