Our app is designed to be a fun, non-intensive pastime for people to use when they have a break or some free time. It is very simple and easy to pick up and play, it takes seconds to learn, and is a skill based game: as you play the game you can get better at it and get better scores. The components of the game are randomly generated as well, and are related to your score, meaning, no two times playing the game will be the same and as you get better the game responds by making it harder. Ideally, the app is targeted toward anyone, man or woman, professional, student, it can be learned by anyone. The game is fun and simple.

The small amount of buttons and menus in the game simplify the route to start the game, and allows the users of the app. How does one use the app? Well, from the game menu you will be prompted to press a button to start the game. Once pressed the app starts the game, to play all one must do is press the screen and move their finger left and right on the screen to move the hippo. The hippo must eat ALL candies that fall from the top of the screen and must avoid ALL the bombs from the screen. Easy and simple and fun!

The way bombs and candies are generated is based off of a mechanism in the game that uses random numbers, and the size of the screen and size of the pictures to pick a random spot to generate the bombs and candies. Bombs in the game are also restricted to spawn certain distances away from the candies spawned, this is to make sure that the game is not impossible to play.