

denominators

Sunday, February 01, 2015 9:09 PM

denominators

A match three game using numbers in which the player matches three or more numbers with common denominators.

For example:

2 4 6 is a match; the least common denominator is 2

2 5 6 is not a match

4 8 8 is a match; the least common denominator is 4

The object of the game is to get the highest score. As your score gets higher you progress to larger spans of numbers and larger numbers. Each match yields the lowest common denominator of the matched numbers multiplied by 100.

For example:

2 4 6 is a match; the least common denominator is 2, the score yielded is 200.

4 8 8 is a match; the least common denominator is 4, the score yielded is 400.

UX Ideas

My idea for the game board and numbers was originally alternating color schemes as you switch levels. The game board and background could be minimal - just shaded areas of contrasting colors and both the look and feel loosely following principles from material design

(<http://www.google.com/design/spec/material-design/introduction.html>).

Additionally, I would like a set of silly looking animals to cameo perhaps during and between levels. I like the aesthetic you use for Animals Crush, Noahs thing, and Halloween Madness from

<https://studio.envato.com/explore/app-design/16466-match-3-game-assets-design>.

The game will likely have an "easy" mode for younger kids who play. I feel like this will help kids learn about the concept and is an added bonus. I want to make a subtle visual similarity in matches when a player plays "easy" mode - so that mathematical skill is less relevant. My idea for this was to outline the numbers in "non-easy" games the same color but in "easy" games outline the numbers in a very small offset color from some base color.

For example:

Background #7C8999



The game board #3F81CC



Numbers tiles #FFBCA8



Numbers white with #CC4A3F border



2 4 6 might have a #782C25 border



3 6 9 might have a #B04036 border



Please don't feel like you have to stick to this idea. The mechanics should remain intact, but I'd love to see whatever you come up with for the look.

Some things I like:

2048 - <https://play.google.com/store/apps/details?id=com.estoty.game2048&hl=en>

Threes! - <https://play.google.com/store/apps/details?id=vo.threes.exclaim&hl=en>

Color schemes I like:

<https://color.adobe.com/My-Color-Theme-color-theme-5310006/>

<https://color.adobe.com/My-Color-Theme-color-theme-5310009/>

Keep the colors sorta subtle, not heavily saturated I guess. I hate puke green and I love red and blue.

Font style prefs:

Something sorta bubbly, and very readable.

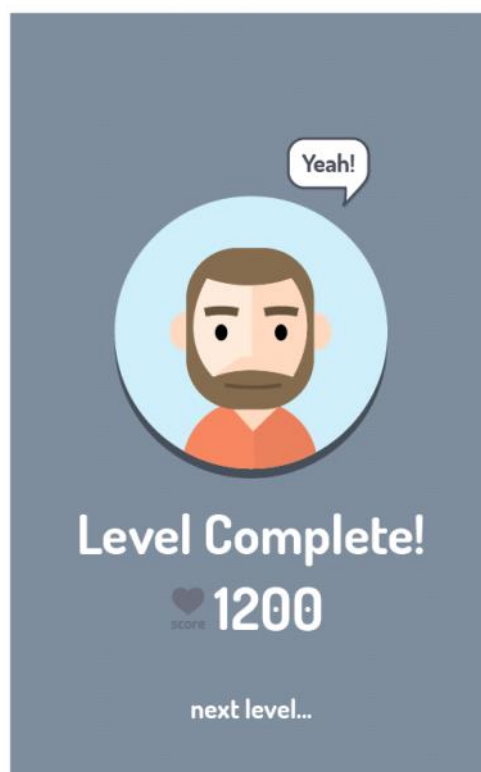
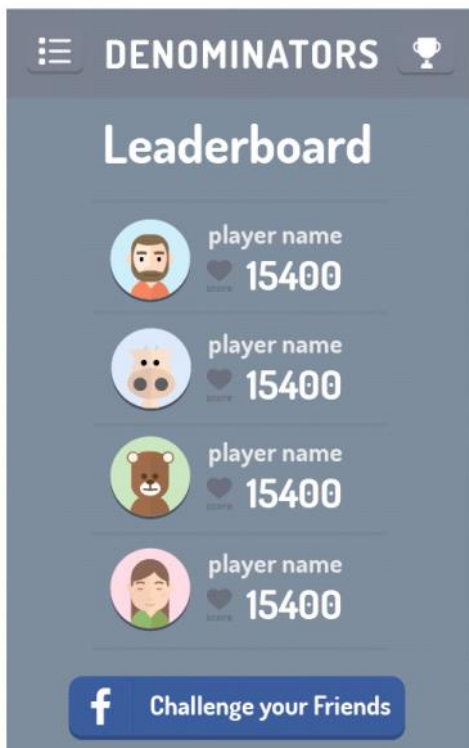
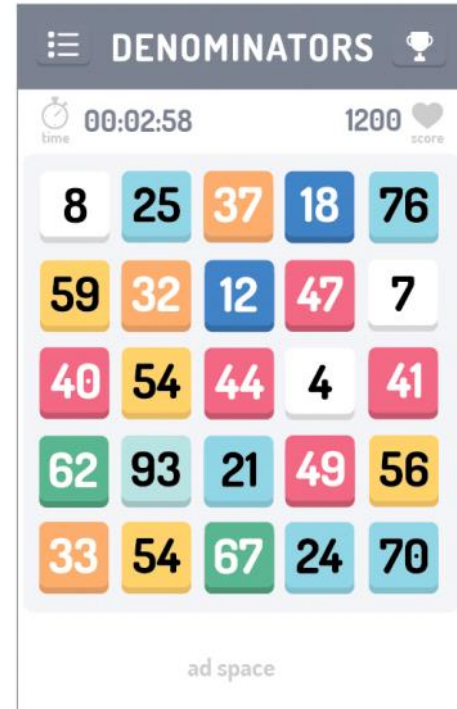
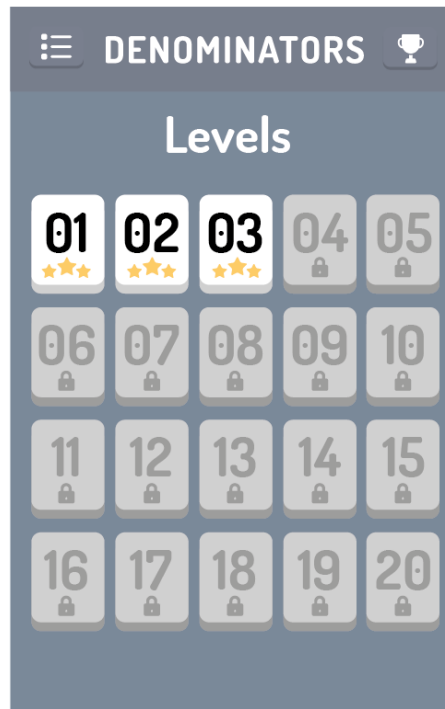
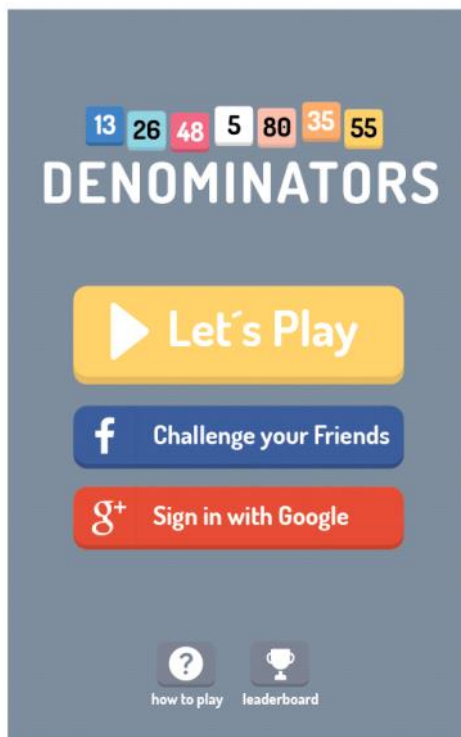
Additional Relevant Information:

The app will allow a user to invite friends from Facebook, post their scores and challenge their friends, and will allow a user to sign in to google plus for leaderboards. The app will be released as a free download with ads that appear during play and on menus, and there will be the option to purchase an ad free version.

Thanks so much and please let me know if you have any questions.

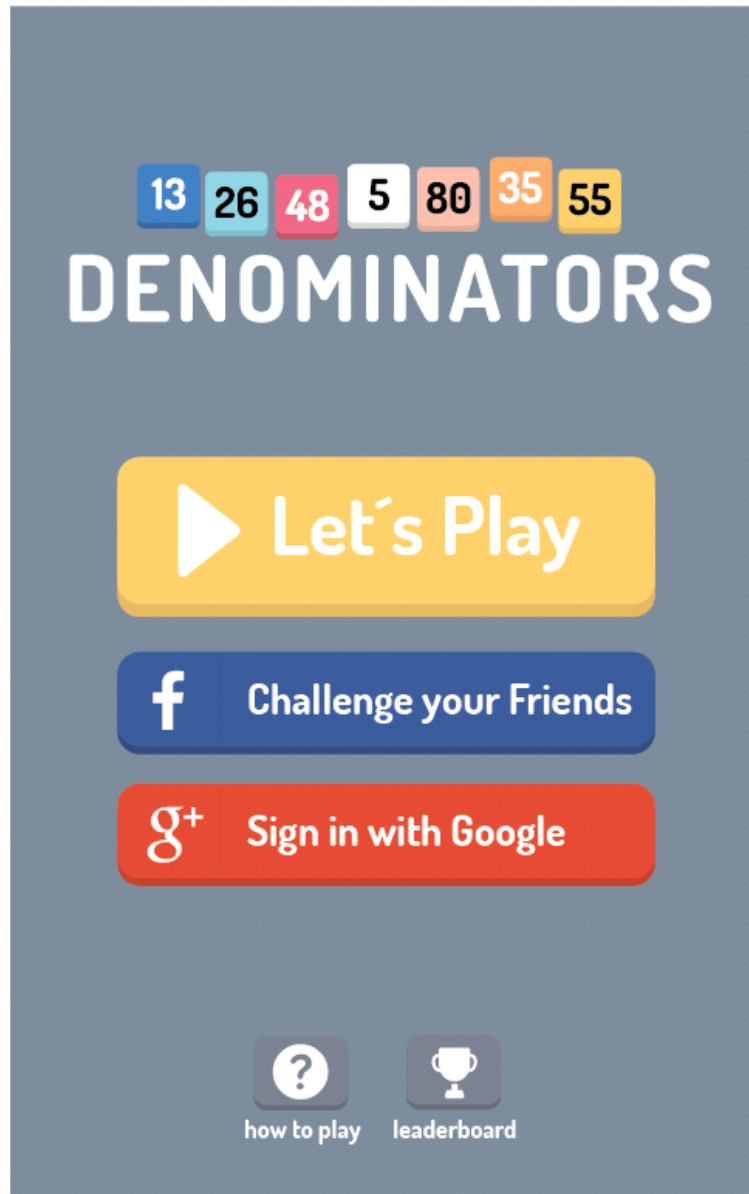
Round One Comps

Tuesday, February 03, 2015 11:13 AM



Initial Comments

Tuesday, February 03, 2015 10:30 AM



Love this! I think I'll make them bounce up and down :)

The yellow with white text is sorta difficult to read

Can you add a button for an easy mode? The indicator could be education - something like the following image:



Love the minimalism!

Can you mock up "how to play"?

Can you add a third small button to purchase the paid version (remove ads) for people who grab the free version?



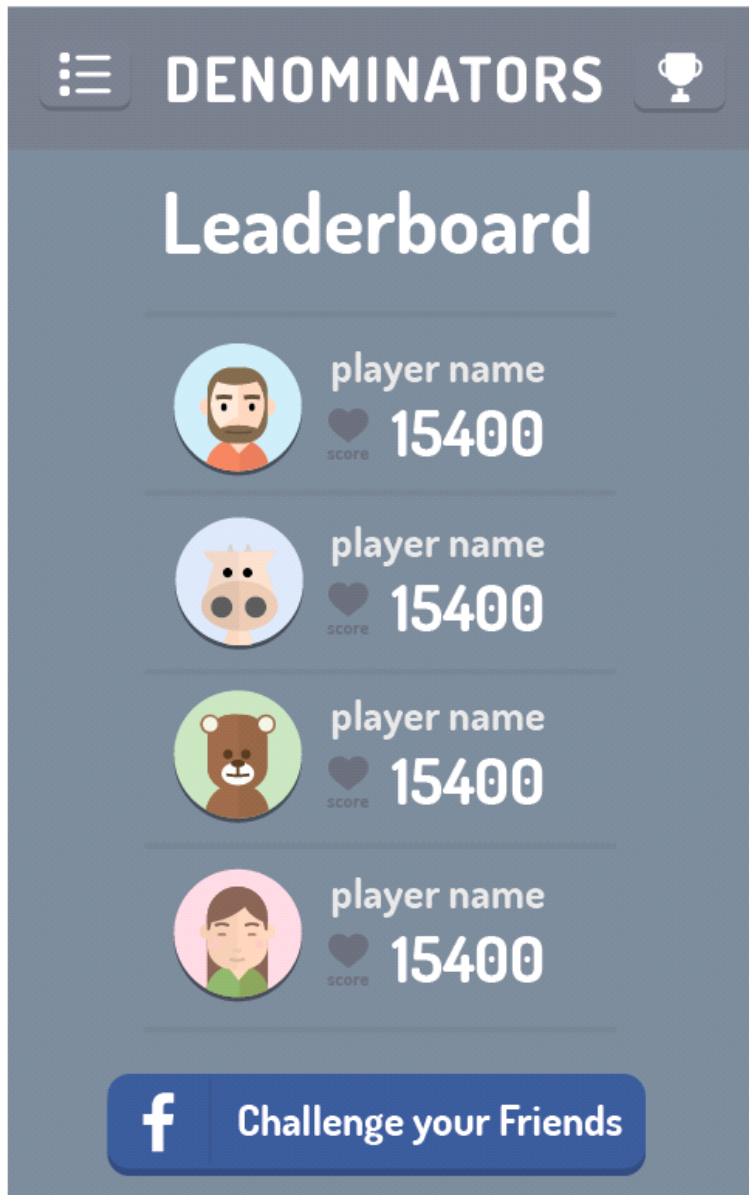
These are great!

Can you make some more? :)

Some ideas: Cat, Elephant, Lion, Robot, Alien, Aardvark, Bee, Zebra, Cow

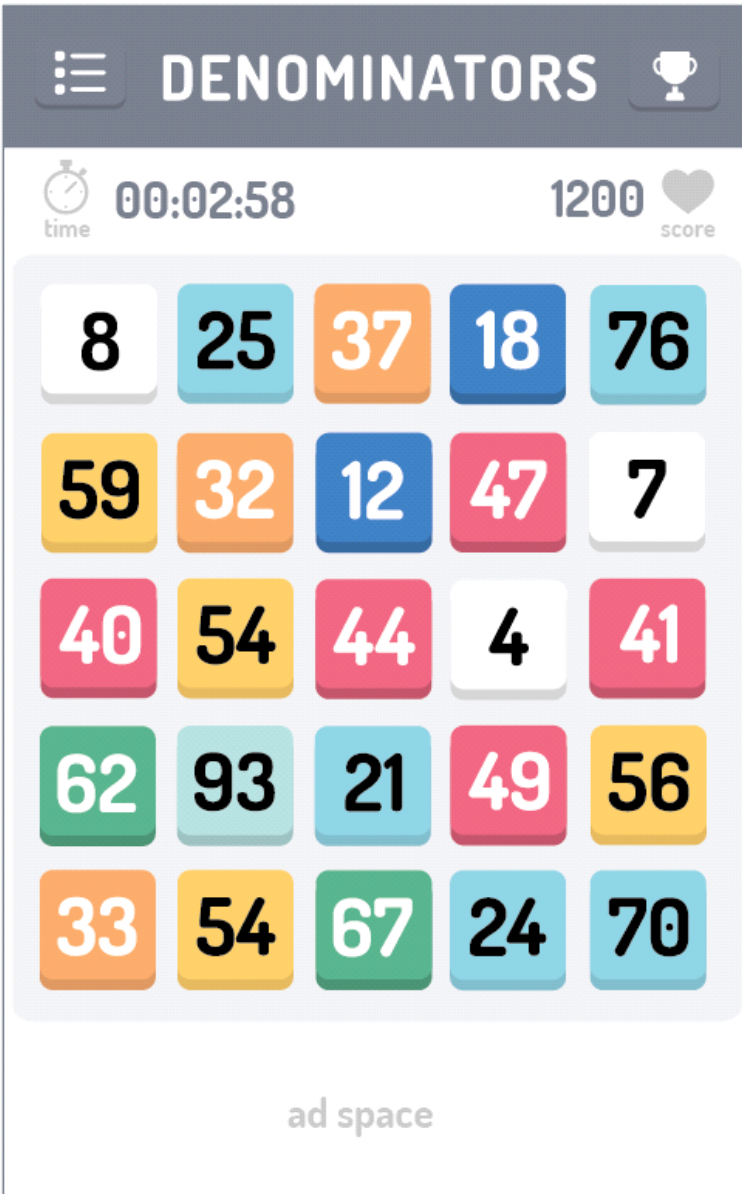
Can we stick to non-human characters? Either that or I'd prefer age and regional variations which seems too complex.

Also perhaps the bottom borders for these would look better if they were a darker variant of the color like the other buttons you made.

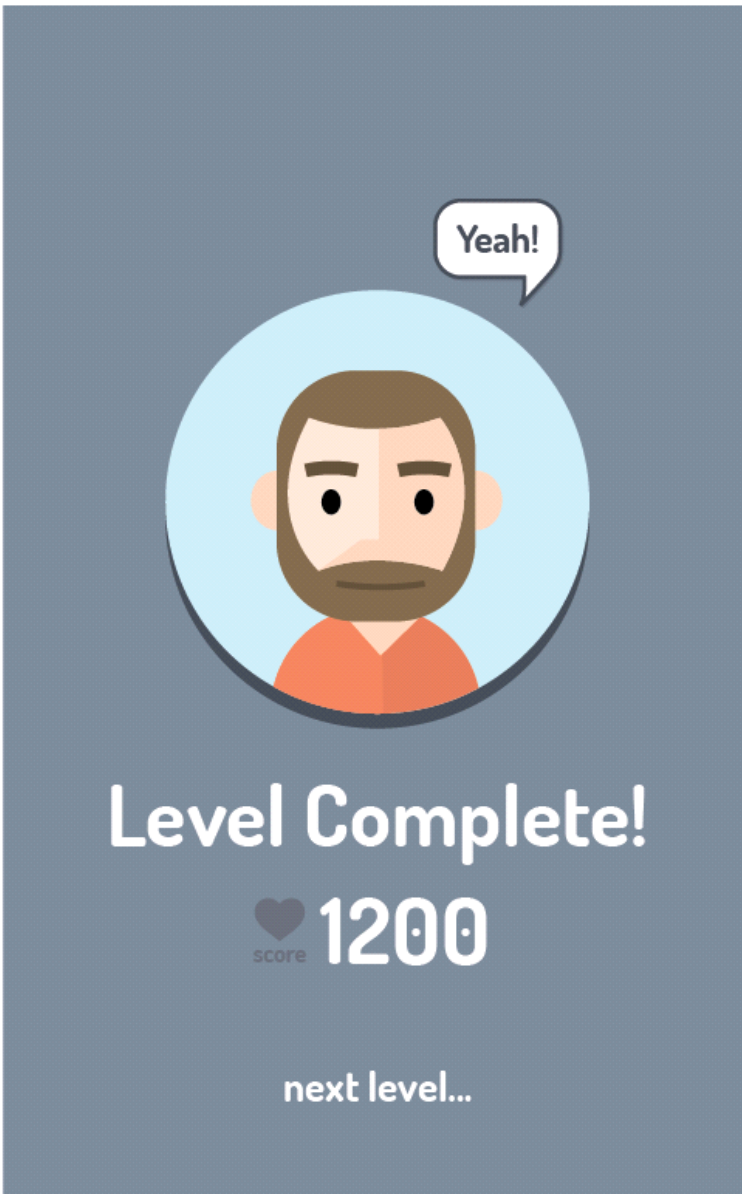


Can you make this a raised sort of panel and add some sort of visual indication the user can scroll?

Can you make a profile page? There should be options for Name and Avatar. Either pick from the ones you made or the user could upload a photo.



I like the light grey colored game board here but the dark background from the dark version. Will that work visually?



Can you make the score indication easier to see?

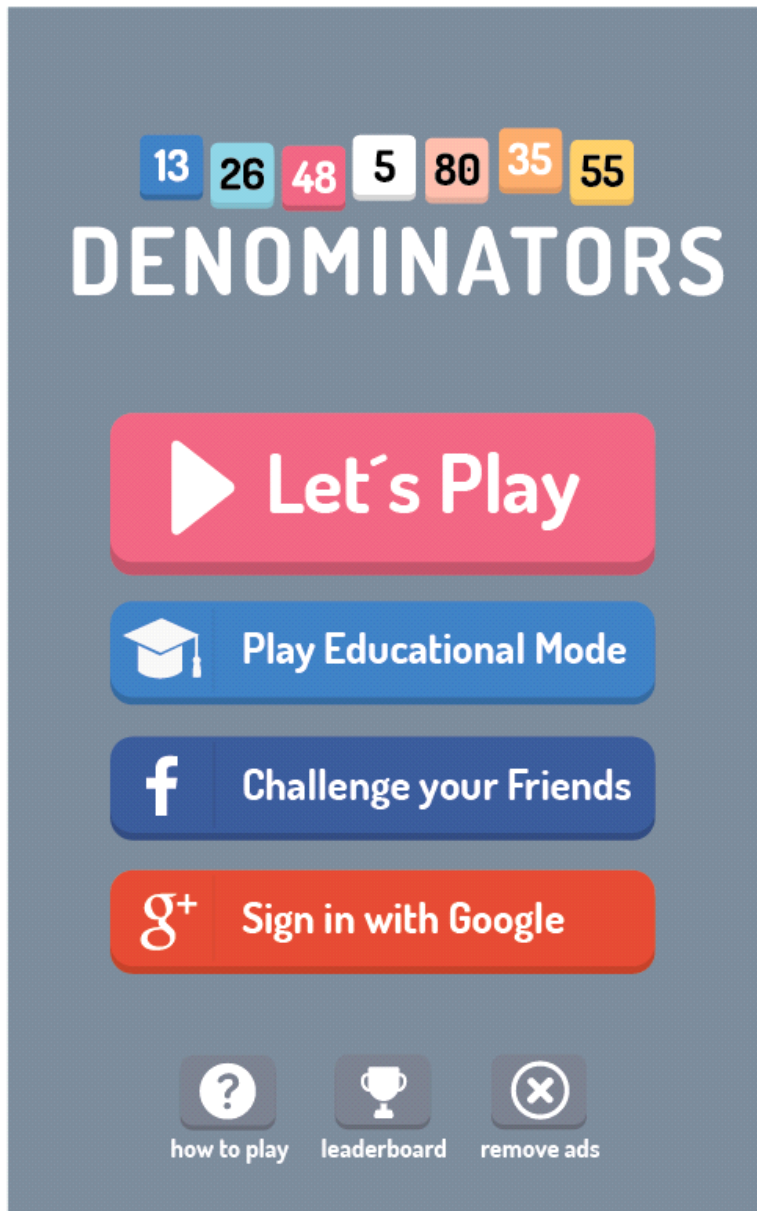
Below the score can you add a challenge or share button so the user could share their score to Facebook? We might have to move the other elements up slightly.

Can you add a spot for a countdown?
For example: next level in 5...

Round Two

Wednesday, February 04, 2015

12:58 AM



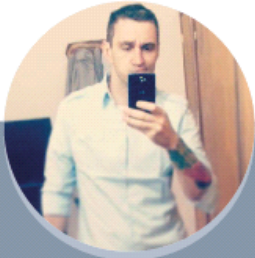
I goofed horribly on the title. Divisors... oops! Can you change that?

Can we change this to say Practice

Can we add a + after the word Google lol



DENOMINATORS



change profile pic

Profile

USERNAME

AGE



COUNTRY

SAVE

Your Best Score:

1200



Challenge
your Friends



Share
with Friends

Language:



English



Español

Sound:



ON



OFF



how to play



leaderboard



remove ads

Can we remove the "Save" button here?

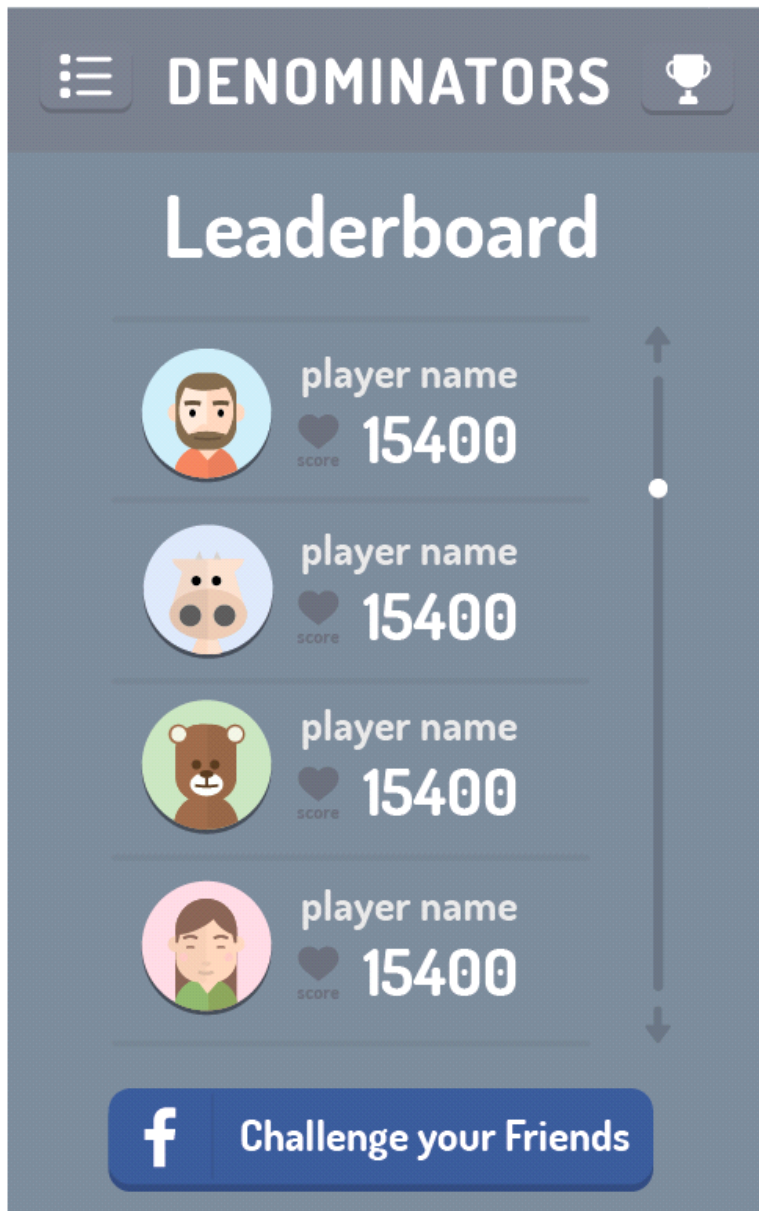
Can we make the sound option a squarish toggle button instead?

Can we flip these two chunks? As in the score on bottom and the lang / sound toggles above.

Can we add Cancel and Save buttons here instead of these?



On the gameplay screen can we make the left button pause and the right retry?



Algorithm

Sunday, February 15, 2015 1:01 AM

Score based

Top left first

For each of the 30 tiles

 Randomize number

 Calculate score

 If score is less than threshold

 Try again

Threshold is

 Number of divisors within three spaces

 Number of divisors within four spaces

 Number of divisors within five spaces

1

0	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24
25	26	27	28	29

Implementation

Monday, February 16, 2015 10:16 AM

0	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24
25	26	27	28	29

Start at current
move left one
if null stop
if no match stop
if match +50

if more than 2 spaces out
add 50 / number of spaces out

$$100 - \text{spaces} \times 25$$

$$100 - 1 \times 25 = 75$$

$$100 - 2 \times 25 = 50$$

$$100 - (3-1) \times 25 = 50$$

$$100 - (3-2) \times 25 = 25$$

$$(3-3) \times 25$$

move right one
if null stop
if left any
if match 255
if match x2 255

Start with 100

if n+1 0 subtract 50

if n+2 0 subtract 25

if n+3 0 subtract 12.75

if n+4 0 subtract 7.5