Fruit Punch Pitch – Key Points

* First, we begin to introduce ourselves individually
* WHY? - **Gokul** We decided to do the theme of something for the blue room,” so we decided to create a brain game. We set out to create a brain teaser following on from the inspiration of Nintendo game, “how old is your brain?” We thought of using different pieces of hardware and we finally thought of the makey makey. We saw how we could use objects such as bananas for touchpads. And that was how we thought of this game.
* **NIKASH**
* Start with a demo of the project – 30 seconds
  + There is the fruit which is connected to the makey makey and that is connected to the computer
  + 1 min long
  + Background contains images of a certain fruit but the name of another fruit is blended in terms of color somewhere on the screen
  + To get a point you hit the fruit which the blended word says
  + Therefore, the background image of a different fruit is meant to put you off or confuse you and that is the real brain tease
  + This makes you pay more attention and focus more thereby sharpening your brain
  + There is a leaderboard at the end so one can compare their scores to others
  + There is also an anti-swear feature so when you type your name to be displayed on the leaderboard swear words won’t be displayed
* **Jay** will do the demo
* Whilst jay does demo, Nikash will provide commentary on how the game works
* **Nikash** explains the **development process**
  + Ideation – pen and paper, google docs – to come up with ideas
    - Github – online platform for storing and working together on code
    - Node – the language our game is written in
    - Python – Rory and Shaquille are currently working on a python version of our main game WHY?
    - Stack Overflow – answering questions on coding, also asked the mentors at codingbrum
    - Atom – the text editor we wrote our code in
  + Testing – let people at the sessions play our game, everyone loved it and thought it got the balance perfect between fun and functionality
  + We also decided to add a demo so you will see the text highlighted in red and you will also know how to play the game. The development process turned out to be quite fun as we could explore many different aspects which we could incorporate in our game and insert various variables that would enhance the experience for the user
* **Shaquille** – Ambitions
  + Adjectives on screen to describe our ambitions for this project
* Gokul – Statistics
  + IMPROV
* PYTHON VERSION – **RORY**
* **CONCLUSION**

So this is our brain training game that we wanted to create. Jay here has just explained why we would want it to be displayed in the blue room and as Shaquille previously mentioned, we want it to be engaging to people of all ages in the blue room so when they come across 4 pieces of fruit, they will be curious and that is the aim of the blue room isn’t it: to inspire curiosity whilst working with very interesting pieces of tech. This week has made us apply skills we already obtain in a fun and entertaining manner to create something which is also fun and entertaining. Thanks for listening to us and if any judges want to have a play of our game you are more than welcome to join us on stage. Thank you.