# Fruit Punch Pitch – Key Points

<Jay>

Hello everybody; Thank you all for coming along, I hope you enjoy our presentation, and all of the ones after. Before we introduce our idea we need to introduce ourselves! **/SWITCH SLIDE/** I’m Jay...

*Everyone introduces themselves*

**/SWITCH SLIDE/**

<Gokul>

We decided to use the theme “something for the blue room”, and after brainstorming we decided to create a brain game. Our inspiration came from the Nintendo game, “How old is your brain?” We thought of using different pieces of hardware and we settled on the makey makey. We saw how we could use objects such as bananas for touchpads, and that evolved into the game you see here

**/SWITCH SLIDE, LOAD DEMO, JAY PLAYS DEMO/**

<Nikash>

* The fruit is connected to the makey makey and that is connected to the computer, which runs the game
* Each game is 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
* Just for demo, you see a red box so people at back can see easily
* 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

**/BACK TO PPT, SWITCH SLIDE/**

* Development was 3 stage process
* Ideation | pen and paper, google docs – to come up with ideas
* Development |
  + 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
* The development process turned out to be quite fun as we could explore many different aspects which we could incorporate in our game and use to enhance the experience for the user

**/SWITCH SLIDE/**

<Gokul>

* Graph shows commits
* Commits are versions of our code; whenever we add a significant feature, we create a commit for it
* You can see we were most productive at 1 pm and 3 pm, and between 7 pm and 9 pm our lead dev was tweaking the code

<Rory>

Talk about python version

* Development taking longer than expected

<Shaquille>

SCRIPT ON PHONE

<Nikash>

So this is our brain training game that we wanted to create. 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: 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.