SoftMINDS

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Requirements

- SoftMINDS is a mobile game used by the players who want to increase their capabilities in logical and maths games and also train their minds.

- It is used for developing better skills in math and logic by passing through a multitude of challenging levels.

- This game is made for the people who want to spend their free time doing something useful for their brain.

Specifications

- Each player must create an account introducing: username, email and password (the account is used for maintaining a real time ranking for the MVPs).

- The main screen will contain 4 components: LEVELS, RANKING, TRAINING and HELP.

- First component will display several levels in a specific manner (we will think of something special).

- Second component will display a real time ranking list with the players organized after their score obtained after passing a level.

- Third component is TRAINING which is used by the new players to learn the game passing through some basic levels.

- The last component (HELP) will explain the way the score is obtained by any player. The score is calculated depending on the time on which the player is able to solve each level (for example: 3 points for 1 minute or under, 2 points for maximum 2 minutes, 1 point for maximum 3 minutes and 0 points after 3 minutes).

Technologies

- Node JS

- React Native

- JavaScript

- Expo

- Firebase