

Mutibo – Film festival movie trivia

1. Objectives

This is a fun trivia game for movie lovers. It will challenge your expert knowledge of everything about movies which were screened at Cannes Film Festival (<http://www.festival-cannes.com/en.html>) throughout festival's 75 year history. Players will be able to keep the score and share it via game lead board (this option will require login with Google account)

2. Game Rules

Game will present a player with a set of 4 movies 3 of which have something in common but 4th is not. Player will have to identify that "odd duck" movie.

- Player continues playing the game until fails 3 times.
- Successful guess earns 100 points per set.
- Player has only one guess per set.
- Player initially presented with: Movie title and image (poster or other identifiable picture)
- Player can skip a set for a penalty of 20 points.
- Player can ask for hints for each movie with a penalty per request:
 - Trailer – 10 points;
 - Year of release and country – 5 points;
 - Director – 5 points;
 - Starring actors - 10 points;
 - Taglines used to promote the movie – 10 points;
- Score keeping – game can be played without login, but if player logs in with google account her/his highest score is stored and player can see 50 highest scores of the game. Premium (if have time) – private lead boards;

3. Top level architecture & design

Application designed around Android, Google APIs and services and Java/JSP/Servlet/Spring frameworks.

Typical client-server with Android app client and server running on Google app engine

3.1. Data Source

[Freebase](#) is used as primary data source for movies related information. MQL queries will be used to retrieve sets of movies based on criteria :

- Screened at Cannes Film Festival
- Have following in common(example subject to change) :
Won awards;

Same country of origin;
Same director;
Same genre;
Screened same year;

3 movies randomly selected from the data set, 4th movie is selected based on different criteria (t.b.d.)

3.2. Server

Server is to be implemented using Java Servlets/Spring and will run on Google App Engine. Server implements data retrieval logic and rules which are metadata driven (MQL queries and other data should be configurable). This solution allows for fine tuning of data selection and grouping without redeployment of Android app. Server provides client with JSON formatted set of 4 movies (3+1) based on randomly selected (from predefined set) criteria. JSON data will contain all movies related data points along with explanation of group selection.

3.3. Client

Android app consists of Activity implementing UI and Service for communication with the Server for game set retrieval and Google Play Service (for score keeping). Service – bound service runs on background thread. Service shell retrieve next game set asynchronously while previous set is played for a fluid UI experience. Service also implements player login with Google account and communication with Google Play service.

UI:

Simple, similar to iRemember sample app. User can choose to play the movie trailer in video playback or ask for other hints (see rules).

Logged in (with Google account) users provided with additional view to see highest game scores and their own best score.

