The app concept is very easy. User is given a color (randomly generated or specific) and has to point the phone camera to something that has a similar color. The app detects the average color of the image the camera is pointing at and compare it to the goal one, triggering a success event.

Welcome screen
Here i'd see a nice animation at the top (Maybe with the app logo).
Not a lot of buttons so it's easy and fast to start.
Probably needs some buttons the bottom for settings/feedbacks

Main features game.
Time mode:
User has to catch as many colours as he can in 1 (more?) minute time. Colours are randomly generated.
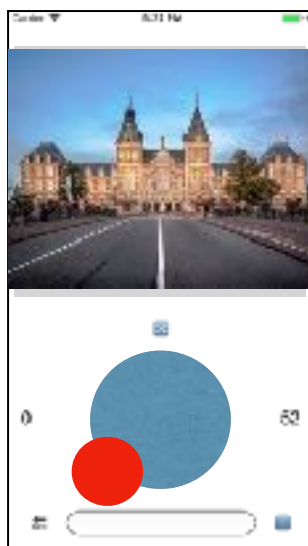
Discovery:
This is the cool part of the app. No time here. User has to catch a color that has a specific meaning.
Example: Pantone color of the year, famous logo colours, historic colours, used by painters in famous paintings etc...
Once the user get the color a popup comes up with an explanation and some curiosity about it. The color is then stored in his "collection" and a new color comes up to be catched.

Multiplayer:
User can connect with a close phone and start a game against other player. Who finds the most colours sooner wins.

General game Screen
- Camera Frame showing what actually the user is pointing at
- Score label (hidden for discovery mode)
- Button to skip the current color (disabled for discovery mode)
- Goal color
- Average color of the camera frame
- Timer label/opponent's score label (hidden in discovery mode)
- Proximity level, showing how close is the user color to the goal color.

Here i'd keep it simpler! Goal color and user color have to be quite big and clearly visible.
It needs a back button, skip button (and maybe flash button on/off if is dark)

Collection screen
Here the user can see the colours he caught in discovery mode and also see how many he still didn't catch (sort of map of progress). When clicking on a single color, a popup comes up with story, info, cool stuff about that color (same popup he'd see in discovery mode).

This screen has to be particularly beautiful 😁, something the user would go often to see. Has to be peaceful, relaxing and enjoyable.

General popup screen
Popup displaying text (errors (?) or info about the colours, score ecc) I was thinking about some splash colours appearing on top of the screen as an overlay. Text and buttons can be on top of splash colours or under.

Other less important screens:
- A table view screen for multiplayer mode where user can see which friends are around and connect with them, pretty simple maybe with a nice loading animation.
- A settings screen where user can select level, time for timer mode, language, reset data etc.
- A super easy screen for feedbacks, help, info etc.

Other ideas:
- Focus on famous paintings and famous logos. User could select to catch a "van Gogh's starry night" package of colours or some logos. Not clear how to implement it (is a package of colours instead of a single one)

    Cool websites about it:

http://colorlisa.com/

https://juiceboxinteractive.com/blog/color/