### Erick Sauri

### Mobile App Dev

Trump Card

### Definition Statement

Trump is an interactive game where players take on the role of the President-Elect Donald J. Trump. The game setting will be a press conference during the general election where Republican candidate for President, Donald Trump (you) will be asked several questions about his positions and things he has said in the past.

### Features

#### Game

Choose-your-own adventure-like gameplay where players answer questions in one of two ways by dragging a card left or right. Each swipe affects your polling among voting blocs. An answer has a favorability effect which then determines how many voters in each demographic group will vote for you. Then all of those votes are counted and that determines your polling. Some answers will have actual Trump audio that will play when swiped. Players are informed of a voting bloc’s reaction after the swipe. When all the cards run out or the player decides to end the game, they will be informed of the election result. Swiping left will increase Trump’s anger and when it reaches a boiling point the user will be unable to swipe left again until Trump’s anger has subsided. The user can subside Trump’s anger by swiping right and giving the more inflammatory response.

#### About

Shows the instructions on how to play the game.

#### References

Each question response appears in a table list where users can see what the actual quote is, the source of the quote, and if the source is from the internet they can tap on the source to open it on the web. If the quote has audio then the user can tap the cell to listen to audio.

### Possible future implementation

* Randomized question order
* UI/UX fixes on all screens but mainly non-game screens
* Way to save game election results so users can view how well they did previously
* Way to save the answers chosen in previous played games
* Adjusting vote complexity
* Landscape mode

### Self Evaluation

#### Grade: A

The app follows the MVC pattern, has a delegate for dragging a view and playing audio, and is properly scoped. Code is separated into functions and mostly everything is done programmatically. Most of the data is dynamic with only a couple of hard coded values mostly for layout purposes.

The app has a variety of view controllers some are extended from others and the app has a variety of animations from dragging cards to sliding heads. App also has a *mostly* cohesive visual style.

The draggable views was in part, adapted from cwRichardKim's TinderSimpleSwipeCards. Github:<https://github.com/cwRichardKim/TinderSimpleSwipeCards> and Medium article:<https://medium.com/@cwRichardKim/adding-tinder-esque-cards-to-your-iphone-app-4047967303d1#.m2w4za62z>. Quotes are all from Donald J. Trump or retweeted by him. Quote sources are all detailed in the app itself. Icons and sprites were made by me, pictures of Donald Trump are obtained from the New York Times.

