

iOS Project 1 Milestone

Name of App: Dungeons and Penguins

Description: Visit different dungeons to test your psychology, neuroscience, and statistics skills!

Inspiration: I have a passion for designing games that combine critical thinking skills with whimsical, interactive elements.

Goal: The goal of this app is to successfully complete all the dungeons. Two levels of questions will be offered: easy and hard. The user will also be able to customize their avatar. The questions will be asked in a story-like manner: the user will have to select the right answer to continue the story.

Intended Audience: The intended audience for this game is anyone who wishes to review their basic psychology skills or enjoys penguins.

Visual Design:



