INTRODUCTION PART

My game’s main idea is shotting the arrows to the rotating circle and complete the level

without any connection in each arrows.Game becomes more difficult level by level and it’s

rotating speed get higher ,so that cause the push user’s to mistakes.

If I need to mention the contribution of this game to real life I can easily say that this game

definietly useful for children and older people.For children,in the 4-6 ages hand-eye

coordination has got a significant thing in their future life so,I believe that this game can help

them with it’s basic and useful subject.On the other hand,for older person who has got

Parkinson,their hands shaking cause of their illness ,I also believe that this game can

contribute the their recovery process and push them control to their hand successfully.

BACKROUND PART

As I mentioned, this game’s main idea is very simple than other games.In the other games

there are lots of thing which are causing to losing their users such as complicated

interfaces,chooses and uncomfortable backplan.In my game,they are not exist and it gives a

message that “it is easy and funny game” to user.For example,Flappy bird had a big impact

with its basic main idea and useful interface.But,in the app market you can lots of gamet that

users didn’t prefer,so I can say my game has got a chance for become a viral gamet than

other.