

# Save the Stickman

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Save the Stickman is a game where the user need to prevent the stickman to get hit by the arm.

The first idea of the app came from observing game play amongst young children, which always involved avoiding obstacles or dangers. Save the Stickman incorporated that element into the game design. The app was designed for younger children who are not as advanced with technology. Hence, the first prototype was simple and easy to use.

Added in the iterations after the first prototype, users can now advance to higher difficulty levels, so that they can stay engaged with the game after playing a few times. The default level of the game is still easy, again catered for young gamers. The main page, where the app opens into, is very simple. There are two buttons, one to get you started with the game and one to direct you to the instructions.

The work in progress with this app include, final tweaks to the instruction page and a scoring system. Every time the user avoid the moving arm, points go up, and if the user is hit by the arm, the score will be reset to zero.

The arm currently moves to the red block after a certain amount of time. This is in order to tell the user where the arm would appear. Programmatically it was a challenge in the beginning but soon it was overcome and now work smoothly.