

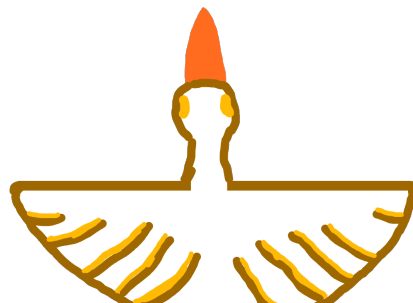
Initial Description of my App

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App name: Baja's Snacks

Description

My app, Baja's Snacks, will be a gaming app, likely for children. Upon opening the app you will be on screen one, which lists the rules of the game, a fact about pollution and fish hooks affecting pelicans, the "play button" to take you to the actual game, or an alternative button "see high scores", that will lead you to screen four where high scores have been saved. The premise of the game is to slide the pelican, Baja, at the bottom of the screen from left to right to catch the fish that rain down from the top of the screen. Certain fish will be worth more points. If the pelican catches garbage or fish hooks it will be game over. Every 10 seconds or so as the pelican survives the fish and trash will fall faster. Screen one will explain the game rules and have a "play" button or a "see player score's" button. If the "play" button is hit you'll be led to the game. Once the pelican on screen two is touched the fish (3 different fish worth 3 different points) will begin coming down from the top of the screen gaining points as the pelican catches them at the bottom. If the pelican catches trash or a hook the game will announce "game over" and give an option to restart the game or to record your score. The score will be retained until "game over", then there will be an option to save it under a user name or to restart the game. If you choose to restart your game the score will reset to zero. The drawings below are rough drafts of the sprites I will be using with the exception of the trash and the third fish. They are still being workshopped.



Research

- **Concepts**

- This app is an entertainment app. I would categorize it as a casual, kid's game.
- The trash and fish hooks being "game over" do add a level of conservation awareness. I'll add a note to screen one stating that pelicans are the most susceptible to fishing line injuries. This adds an amount of pollution awareness and education.
 - Curtis, R. (2 June, 2009) Fishing line injury study: Pelicans most affected. International Bird Rescue. (<https://www.birdrescue.org/fishing-line-injury-study-pelicans-most-affected/>)
- Parents tend to be more tolerant of allowing their children to play educational games, the advocacy of pollution provides that element.
- The name is educational as Baja Mexico is the home of brown pelicans.
- This thread on reddit shows parents debating which apps (educational only) they let their kids play.
 - https://www.reddit.com/r/raisingkids/comments/1dp0z4f/whats_the_best_educational_app_youve_given_your/
- I will be using bright colors, and fun sounds to hold the player's attention
 - Sethi, G., How to use Vibrant Colors to Enhance the Appeal of your App. Promatics (<https://www.promaticsindia.com/blog/how-to-use-vibrant-colors-to-enhance-the-appeal-of-your-app> Similar apps))
- I've been reading the blocks of similar games on MIT app inventor to get an idea of what I will need to build to make this app function.

- **Similar Apps**

- **Fish Eat Fish Hunting Games:**
- This app is similar with the premise being a shark catching fish that are worth various points and eating a "bad" fish will end the game, similar to the pelican eating trash.
- In this app the "hungry fish" is being controlled full screen, the pelican in my app will only be slid from left to right.
- The fish being eaten in this game move in every direct, the fish in my app will just come down the screen.
- **Space Invaders:**
- This app is a bit more similar to mine in functionality as sprites are moving down the screen.
- Instead of shooting the sprites, for my app they just need to come into contact with the pelican for points.
- In space invaders if a sprites touches the bottom of the screen it's game over, in my app the trash needs to get to the bottom of the screen and not touch the pelican to survive.

Use of AI chat system (AI collaboration may be used for the idea development /research)

I, Jacqueline Lewis, did not use AI for this assignment.

Areas for development and estimate on development effort (AI planning level applies)

Area	Indicator (0-3)	Description
User interface	2	The app will need 4 screens. From Screen 1 there will be a button that leads to screen two , the actual game, or a button that leads to a high score page (screen 3). If you click the button to the high score page there will be another button to return you to screen one . If you go to the game on screen two you'll play until the game is over. When the game ends you will be led to screen four with an option to save score or restart game. If the game is restarted we'll be led back to a (refreshed) screen 2 .
Data storage	1	On screen four there will be a place to enter a user name and an option to save your score. This data will be stored publicly in the app on screen three using cloud DB.
Graphics	3	There will be six different sprites (multiples in all but the pelican). The pelican, the trash/hooks, and the three fish. I will also be adding a sound affect when the pelican comes in contact with a "good" or "bad" sprite. I will need to build out blocks to ensure that the game ends when the "bad" sprites touch the pelican and that points are added when the good ones make contact. Once the good sprites make contact with the pelican they will need to restart at a random location at the top of the screen and fall again. They will also need to restart when reaching the bottom edge. The pelican will need to be restrained to the bottom of the screen, only being moved left to right. The other sprites need to have their patterns randomized while moving down the screen. The other sprites also need to only respond to contact with the pelican, not each other.
Sensors	0	No sensors will included in this app.
Media	0	No media will be on our upload-able to the app.
Connections	0	No outside links or sources will be on the app.
Calculations/ processing/ structures	1	The score label will be set to add points depending on which fish sprite comes into contact with the pelican. There will be an option to save the score under a username or continue playing. If continue playing is chosen then the score will reset. If the score is saved it will reset after returning to the home screen.
Other		
Sum of indicator values	7	Building the sprites' separate behavior is going to be the biggest challenge of this app.

Feedback from/for others (AI planning level applies)

Baja's Snacks

Otto Hanzlik thought the app was a workable idea and that it was very fun and marketable. He suggested that I add difficulty modes or levels to the game. He also suggested that I make the environment changeable or have it change on different levels. Similar to the advice I gave him, people love when things are customizable.

I think the best advice he gave was to add *addictive* sounds whenever the pelican eats a fish to keep players engaged. This is what led me to decide to add sounds not only when the pelican eats a fish, but also when he eats garbage. Something kind of gross to indicate game over.

Overall he thought it was a fun project to work on for myself and for whoever is grading it. His last piece of advice was to test, test, test! Run the game through to be sure there's no funky bugs that will disrupt the functions. I'm not sure I'll be able to implement different levels or skins, at least for now. I will try to build that out once my sprites behave.

S-MP3

This mp3 app is what Otto Hanzlik is working on. The idea of the app is to play music and build playlists. There's plenty of music streaming services so the mp3 allure will be the aesthetic. I suggested to Otto that there be an option to customize the page which he thought was a bit complicated/limited by the MIT app inventor. I suggested instead that he make a few pages with different backgrounds and the same function. That way he can copy and paste the blocks and users can swipe through the pages and use whichever they like best. I think it's a doable project and there's a lot of room to make it unique. I sent him an app/website called poolsuite.net that is also a mp3 site that is all about the vibes to look for inspiration and ideas.

Otto also wants there to be a bar indicating the length of the song, but so far the song needs to do a very fast run through before it can calculate it and it sounds crazy. It'd be nice to have that feature without crazy sounds for every new song played.