

Milestone 1: Proposal

Developers

Jason Chow : 913333985

Justin Shee : 913091548

Github Repo

<https://github.com/jasonchoww/bomb-defuse-alarm-clock-iOS>

Project Name

Bomb defuse alarm clock

Brief Description

An alarm clock iOS application that helps users wake up. By setting an alarm clock, the bomb defuse game will launch during the time set. The game consists of defusing a bomb by cutting colored wires with instructions on sequence. There will be a countdown timer, as the countdown gets closer to zero, the alarm volume will increase. If the countdown reaches zero a new countdown with a new bomb defuse game will launch until the user has completed the defuse. Once defuse the alarm will shut down. The goal is to create a challenging way for users to wake up and become alert.

Features/Estimated Completion Time

Must-have features

-Alarm	2 Hours
-Bomb defuse game	4 Hours
-Countdown	1 Hour
-Sounds (for alarm)	1 Hour
-Multiple bombs for variety	2 Hours
-Basic, easy to navigate UI	2 Hours

Nice-to-have features

-Multiple alarms	2 Hours
-Different difficulty modes	1 Hour
-Nice UI	3 Hours

Wireframes (Below)

Countdown




00:01:46

Until Next Bomb Defuse

Countdown

Alarm Clock

Alarm Clock

6:00 AM	
6:30 AM	
8:00 PM	

Countdown

Alarm Clock

Defuse The Bomb!



Sequence:

Yellow, pink, grey, blue, green

Countdown

Alarm Clock

Estimation until completion (Hours)

14-18 Hours of work

Work Distribution

Jason's Task

1. Bomb defuse game
2. Multiple Bombs
3. Basic UI

Justin's Task

1. Alarm
2. Sounds
3. Difficulty modes