

## StepMan Proposal

**Target Users:** Active people/Want-to-be Active people

- People who want a unique game to play on their phone that involves them getting active
- People who need extra motivation to get moving through in-game rewards and progression

**Problem:** Laziness/Motivation

There currently is not a game we know of that uses this idea and it may be a handy way for someone to gain exercise simply because they want to progress in a game. Or on the flip side, a person who likes to exercise may like a game to play that acknowledges their active lifestyle with rewards and further challenge. This application aims to motivate people to move more!

**Goal:**

The goal of the applications are that the user can make an account for the game in which their in-life steps count as progression for their in-game character. The game will record the user's steps as well as improve their characters abilities and stats given the user's input. The game will also offer actual gameplay in the realm of a turn-based RPG (like final fantasy or for super simple pokemon). As the user moves in real life it will improve their ability to progress in the game.

While implementing the step counter and stat progressions are fairly simple, the goal of the application is to be appealing to keep the user coming and back and to make it an actual fun experience. A game that is not fun is not worth playing. Also a game that seems really flimsy and not well done is not fun to play. The goal is to make a finished product that is fun to play and fairly polished.

**Primary Features:**

Fundamental features for the application:

- Allow user to make a basic account consisting of name, color, and difficulty level
- Keep track of total steps taken by the user (perhaps other steps stats as well (separate page))
- Keep track of user's level and statistics
- Allow user to allocate statistic points and new abilities
- Battles where the user can fight with their stepMan against enemies
- Allow user to go to different worlds, face different enemies, and gain rewards/abilities for beating levels

**Prototype:**

Improvements off the base application for the prototype:

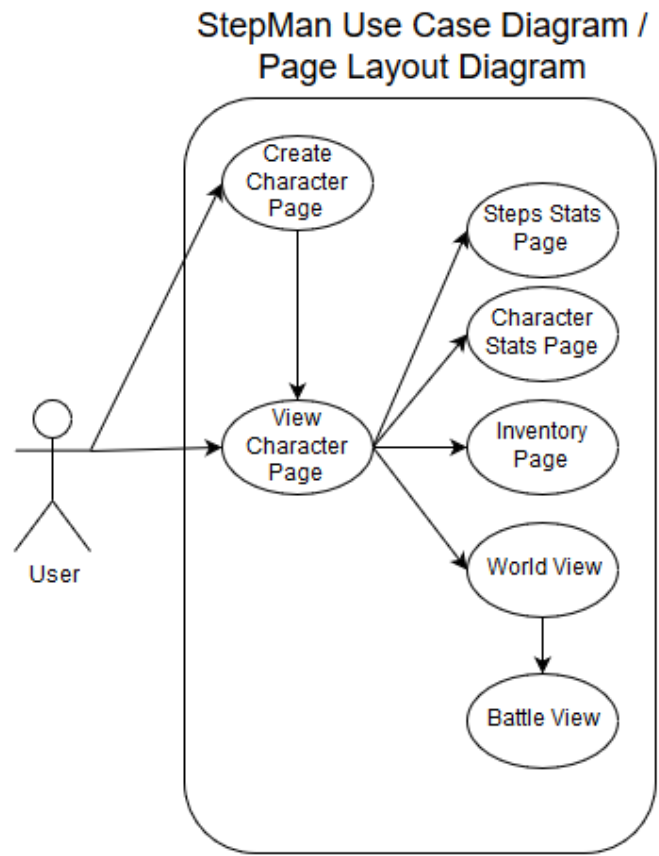
- Keep track of steps even when the application is closed
- Give notifications when the user reaches certain step milestones or levels

- User able to choose which stats to increase when leveling up
- Initial gameplay, battles with enemies in turn-based RPG style?
- Start Over button, for the brave!
- Difficulty selection on the initial page

#### **APIs:**

- Accelerometer
  - Keep track of each user's step upon character creation
- Notifications
  - To remind the user to open the application (maybe annoying)
  - To provide notifications when the user reaches certain step milestones or levels
- Canvas and Drawables
  - To have nice animations for the actual gameplay
  - Instead of just using images
- Data Backup
  - Keeps the user's data on application deletion, factory reset, or android phone switch
  - Data includes, name, level, progress, and all statistics
- Share Functionality?

#### **Use Case Diagram:**



## Use Case Sketches:

### Create Character Page

Step Man


enter name

pick color

select difficulty

→ View char. page

### View Character Page



Level : 7

→ Steps today: 24  
→ Total steps: 25000  
Steps till next level: 5,000

Adventure: World 3-1

Steps	Stats	Invent.	Adventure
↓	↓	↓	↓

Goes to Respective pages

### Steps Stats Page

←

Lifetime steps: 25000  
Steps today: 24  
Steps per day: 27.8  
Best day: Monday  
Avg. steps Mon: 150.4  
Avg. steps Tues: 300.8  
Avg. steps Wed: 22.7

~~~~~

~~~~~

### Character Stats Page

←

Level : 7

Abilities

~~~~~	~~~~~
~~~~~	~~~~~
~~~~~	~~~~~

Stat points to spend: 5

HP: 250   
Strength: 220   
Defense: 180   
~~~~~  
~~~~~

## Inventory Page

←

Inventory

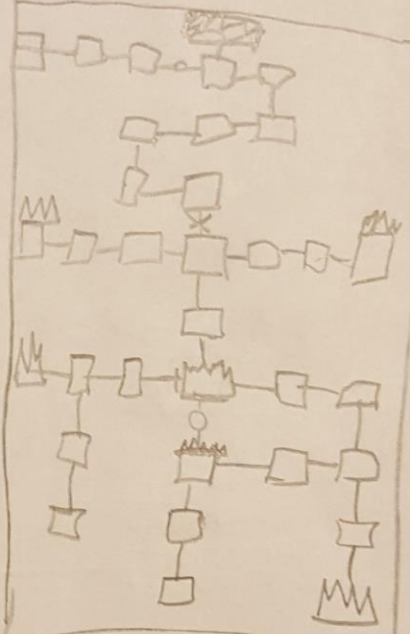
Outfits	Items
~~~~~	~~~~~
~~~~~	~~~~~
~~~~~	~~~~~
~~~~~	~~~~~
~~~~~	~~~~~

Equipped: ~~~~~

Item in use: ~~~~~

## World Page

←



select a world

## Battle Pages

← Run

Step Man  
HP: 200/300  
MP: 100/200

Enemy  
Hp: 100/400



Abilities	Attack	Item
~~~~~	~~~~~	~~~~~
~~~~~	~~~~~	~~~~~