Project Proposal: A Game of Friends

Section 2.0

A 2-player game for smartphones or regular web game where two players try to guess what the other chose as an answer to a series of questions or inputting their own answers and confirming whether it they are wrong or right. The first player picks from 6 answers or writes an answer of a question based on the player’s beliefs and the other player has a time limit to guess which one the first player guessed based on his or her personality/character. The endgame is for the two players to correctly answer the questions and be scored based on how well they answered, giving them a title and acquiring new options such as icons, backgrounds etc.

The final project would be integrated with social media. The project would be using algorithms and data structures that have been used in class. In addition, the project will be made as an IOS app which I have not yet worked with. While first learning how to implement these new tools, the game itself is not overly complicated and is simple to understand and make within a semester. My knowledge of UI design and code should be enough to finish the project. The project has the possibility to becoming published within the app store.