

# Project 1 Plan

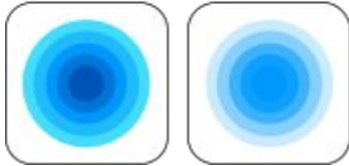
Mobile Application Development

ATLS 5120

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# Ripple

Possible app icons:



## Description of your app

I plan on making the game “Ripple”. This will be a simple interaction game where the user clicks on the screen and accumulates points.

### The game

The game will be a fairly simple one, that I’m sure is on the app store right now. The user will be shown “dots”, or “ripples”, on the screen that they will have to click on to get points. These ripples will slowly expand in size, while simultaneously fading out. The user will have to click on the ripples before they disappear completely. The sooner the user clicks on the ripple (when the ripple is the smallest), the more points they will receive. As soon as the user clicks on a ripple, it will disappear from the screen. The ripples will appear randomly on screen and will have random expanding times.

As the game goes on, the ripples will start appearing at a more rapid pace and their expanding speed will increase as well. This will make it more difficult for the user to keep clicking on the ripples as they appear, since they will have to keep track of more ripples on the screen at once, but will have a shorter period of time to click on them.

To add additional challenge to the game, there will be 2 different colors of ripples on the screen. The user will only be able to click on ripples of a certain color. If the user clicks on the ripples of the wrong color, they will get a strike against them. Once they get 3 strikes, the game will end and they will be prompted if they want to play again.

### First page

The first screen will have the user choose their favorite color. I will display a color picker so the user can choose any color they like. I will create the color picker myself instead of using one I find online. After the user confirms their favorite color, they will be prompted to select their least favorite color. They will be able to use the same color picker. At any time the user may go back and edit their choice for their favorite or least favorite color.

### Second page

The user will confirm their color choices and be shown an instructions page. This will give brief instructions on how to play the game.

### Third page

This will be the main game page of the app. The first and second pages will only display if the user has never entered the app before, all other times, this will be the first page the user sees. This page will immediately start the game, so the user can start playing the game first thing. On the screen, there will be a button that will cause the side panel thing to slide in. In this options panel, the user can change their colors again (this will take them back to first page to reselect their colors) and see their top 5 scores. On the main game page, there will also be a score for the current game.

### Learning Goals

- Use more than 1 page (view?)
- Get the slide panel options thing working
- Send data from view to view
- Persist data
- Create a game loop

### **App flow/algorithm description or pseudocode**

Many of the features I plan to add to the app I do not know how to do yet, so I'm unsure of the pseudocode for many of these things. You know I know how to code, so instead I'm going to present you my todo list. This list will lists the app's features in priority and shows them in the order I plan to implement them.

1. Phase "Game"
  - a. Get the ripples displaying randomly
  - b. Click a ripple, add points, remove ripple
  - c. Get game loop working
  - d. Add evil ripples
  - e. Click evil ripple, add strike, remove ripple
  - f. 3 strikes games ends
  - g. Game ends, prompt for play again
2. Phase "Multiple Pages"
  - a. Get multiple views working
  - b. On view 1 have the user select between pre-chosen colors
  - c. User color selection is sent through to game view
  - d. On view 2 add game rules
3. Phase "High Scores"
  - a. Persist 1 score
  - b. Persist top 5 high scores
  - c. Persist color selections
4. Phase "Options slide panel thing"
  - a. Get the side panel to slide in
  - b. Add top 5 persisted scores to the panel
  - c. Add color selections to panel

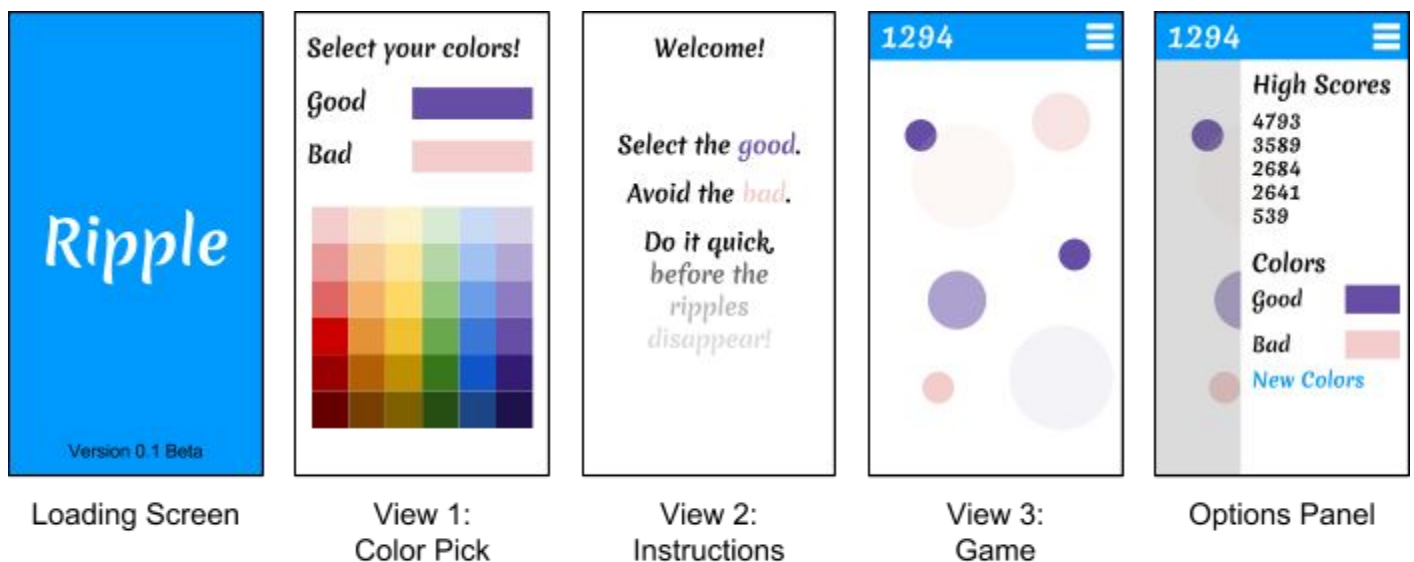
5. Phase "Skip to game view"
  - a. Create variable if app has been opened before?
  - b. Skip to view 3 if variable is true?
  - c. (I'm really unsure how to do this)
6. Phase "Color Picker"
  - a. Create a unique color picker
7. Phase "Re-select colors"
  - a. Add button to go back first view
  - b. Overwrite data from original view 1 to new data
  - c. Skip view 2
  - d. add re-select colors option to options panel thing
8. Phase "I'm probably going to run out of time before I get to add these features"
  - a. Unique Fonts
  - b. Change the font colors on the instructions page depending on the user's selections
  - c. Casual mode (no score, but no evil ripples)
  - d. Delete top 5 scores
  - e. Add points to the Apple play store thing

I know this is a long list, so I'm going to promise to get phases 1-4 done. These involve view elements that I really want to learn how to complete, so I feel they are important for me to learn. I really would like to get phases 5-7 complete as well, but it depends on how difficult these phases will be and how long it will take me to complete phases 1-4.

## Visual Design

Aileen you're asking a lot of me here. ☐

I don't know what I want the app to look like. Here are some possibilities:



*Note: I don't know if this is actually the correct size of an iPhone, I just created these mockups in Google Docs*