

Advanced Mobile App Development

Grad Project Plan
Spring 2016

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Megan is a butt that doesn't like the rest of us

Main Plan

Description of your project

We are creating a game. It will be awesome.

We will be including social and gender stereotypes as part of the game play to show the player how harmful and antiquated some of these constructs can be on a player's "life".

The player will start at a character creation page, where they can make a series of "choices". Each of these choices will be rigged and the user won't really have a choice in choosing them. For example, if the user chooses a girl and they try to use the full body armor, they will be forced to chose the bikini armor and they will be given the reason "doesn't that make you look prettier?". If the user tries to select a sword with a girl character, they will be forced to chose a barbie because "swords are for boys".

When the player is playing the game, they will try to use the character attributes they are given (for example, they can't fight with a sword, but they can throw barbies at the enemies).

We will have a series of obstacles that the player will have to overcome.

Finally, at the end of the game, they will reach the princess in the castle, but when they try to save her, they will see they can't because "only boys can save the princesses, not girls".

Then the game will end.

Pseudocode for algorithms and program flow

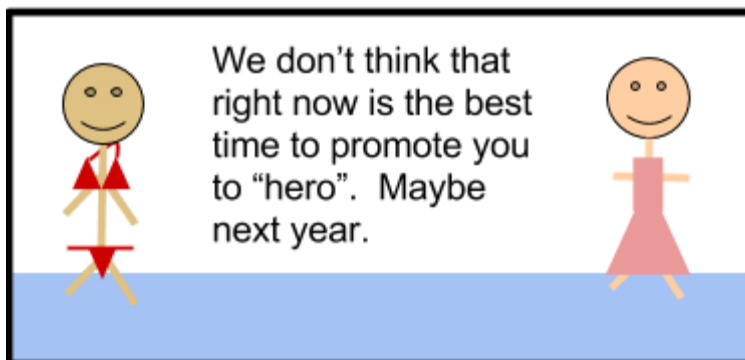
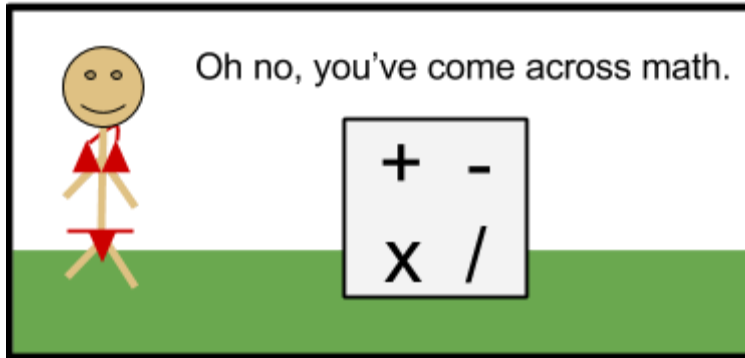
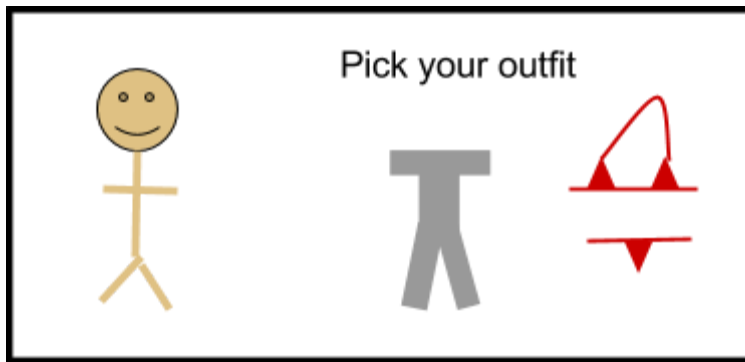
```
Scene1 {
    armorSelected = false;
    gameLoop {
        while(choice != sexistArmor) {
            getChoice();
            if(choice == fullBodyArmor) {
                armorSelected = false;
                displayMessage(areYouSureYouWantTHATone);
            } else if(choice == sexistArmor) {
                armorSelected = true;
                displayMessage(youLookSoPretty);
                goToNextScene();
            }
        }
    }
}
```

```

    }
}
SceneTheNextOne {
    weaponSelected = false;
    gameLoop {
        while(choice != barbieDoll) {
            getChoice();
            if(choice == sword) {
                displayMessage(thoseAreForBoys);
                armorSelected = false;
            } else if(choice == barbieDoll) {
                armorSelected = true;
                displayMessage(youllHaveSoMuchFunWithThatOne);
                goToNextScene();
            }
        }
    }
}
SceneTheActualGame {
    gameLoop {
        if(characterCollidesWithObject) {
            if(characterTriesToFight) {
                displayMessage(whyAreYouBeingSoMean);
                deductPointsDueToAnArbituratySocialConstruct();
            } else {
                displayMessage(youShouldStickUpForYourselfMore);
                deductPointsDueToADifferentArbituratySocialConstruct();
            }
        }
        if(characterHasReachedTheCastle) {
            displayMessage(iDontReallyFeelLikeYoureLeadershipMaterial);
            displayMessage(wereGoingToHoldOffOnFulfillingTheHeroRoleForNow);
            endGame();
        }
    }
}

```

Visual design template or example



Brief description of how you will test your project

We will play the game and try to break it at every stage.

Backup Plan

Description of your project

App for Sage to keep track of equipment check out.

Pseudocode for algorithms and program flow

```
applicationShouldPerformViewDidLoadWhenTheNameOfTheMethodIsTooLong(parameters:  
DidTapOnAppWithOptionsThatSomewhatChangeWhatTheFunctionDoesUnlessSegueWithIdentifierIsPres  
entInViewController: ViewController as! NSViewController) -> Bool as! NSBool {
```

```
//should return true
```

```
return true
```

```
}
```

Visual design template or example

See storyboard

Brief description of how you will test your project

Give to Sage. ask for feedback.