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Trivia Dungeon Broken Down

Trivia Dungeon is an app that will be coded in Android Studio. The app is a mix of a trivia and dungeon crawler game where the user is asked a question and whether or not they are correct determines whether or not they deal damage to the monster that is currently in front of them. After they answer a number of questions that has yet to be determined their score is calculated based on the number of correct answers multiplied by the speed that they answered the questions, their score is then sent to a leaderboard that they can access on the main menu. To implement this my group will need to learn how to use Android development studio as well as java to create the actual app itself. For Android Development Studio we will need to learn how to code in Java. To effectively create the app my group needs to learn a lot about databases, Amazon Web Service as well as Android Development Studio. For things like a shop, to keep track of a user’s “gold” we will need to have them create a profile that will sync with some sort of social media profile such as Facebook, this is a feature on AWS that we will need to figure out how to implement. We will need multiple databases to keep track of things like questions, monsters, the leaderboard, as well as items in the shop. For the images of the monsters we will have to get help from some of our friends who are in the art department and have them draw up some designs for monsters for the players to face, the same goes for static backgrounds for the dungeon that they player is traversing. Using AWS we will be able to link the app to our databases that are stored on AWS so that they player will be able to access things like a leaderboard that displays the scores of all players.

* Main menu
  + Android Development Studio (ADS)
* Leaderboard
  + Database that is on Amazon Web Service (AWS)
* Shop
  + Sub-menu on ADS
* Monster generator
  + Pictures of monsters stored on a database on AWS and a generator that will create a number that corresponds with a monster that will probably be implemented in ADS
* Question pool
  + List of questions that stored on an AWS database
* Question generator
  + Function in ADS that will pull a number for a question that will then be pulled from AWS
* Question answers
  + Pulls correct and potential incorrect answers from an AWS database
* Question checker
  + ADS function that makes sure that the answer given is the correct one
* Profile
  + AWS feature allows players to link profiles with social media such as Facebook