Nicholas Cage Galore

By: Kyle Nicola Nam Nguyen Stephen Ridings Welcome/Splash Page.
 The splash screen features an elegant picture of the app's main man, Nicolas Cage. The start





II. Main Menu

The menu features a collage of Nicolas Cage buttons each leading to a different game. The three games are as follows:

- Rattle The Cage Game featuring a picture of Nicolas Cage. You shake it until he gets made
- 2. A, B, C's with N, I, C A spell along game where Nicolas Cage yells at a therapist from the movie Vampire's Kiss.
- 3. Cage Clues, What Did He Lose? --A game where you try to solve the mystery of what Nicolas Cage lost
- 4. Score! Your score, how long you've played the game, etc.



II. Rattle The Cage
Rattle The Cage will start with a friendly
picture of Nicolas Cage and the suggestion
of "shake me!" So you do. The picture of
Cage starts changing into disgruntled, to
mad, to angry, to Nic Cage Angry. Audio of
Nicolas Cage yelling starts playing.
Eventually if you've rattled the Cage long
enough and fast enough the clip from
Wickerman where Nicolas Cage gets stung

1GadTfGFvU)
The amount you've shaken Nic Cage

(https://www.youtube.com/watch?v=-

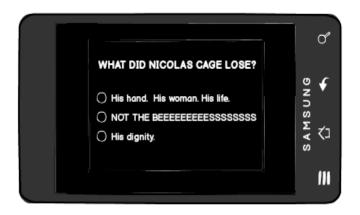
by bees starts to play

determines your arbitrary points.



III. A, B, C's with N, I, C

This game's screen will be split in half with a keyboard on the bottom and a video on top from the movie Vampire's Kiss (https://www.youtube.com/watch?v=68BjP5fOccE). There will be a start button. Once you press start the video will start and you must type the alphabet along with Nicolas Cage. The closer you get to the letter the more points you get.



IV. Cage Clues, What Did He Lose?

The game most likely to change. It's a constantly looping video Nicolas Cage yelling, "I LOST MY HAND." from the movie Moonstruck (http://youtu.be/C7yK8cuP1Bw?t=2m41s)

Every time the video loops you get a point. At the end there is a questionnaire with the question:

What did Nicolas Cage Lose?

- 1. His hand. His woman. His life.
- 3. His dignity.

You get 10 points for the right answer. (Every answer is the right answer)



V. Score Page

This page features your most recent score for each game, your high score and for Cage Clues, What Did He Lose?

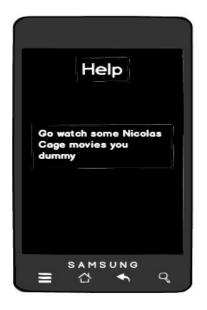
There will be an option to reset your score. If you click on it, you're notified that while the app may forget, Nicolas Cage never will.



VI. Settings

Options:

- 1. Turn off sound
- 2. Slow down A, B, C game. Once clicked, it says "Nicolas Cage SLOWS DOWN FOR NO MAN."
- 3. Help
- 4. About



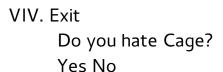
VII. Help Screen

Just a screen that says, "Go watch some Nicolas Cage movies you dummy."



VIII. About

This game is made by Nicolas Cage Nam Nguyen, Stephen Ridings, and Kyle Nicola are mere vehicles.





a) Alpha Version

The alpha version with have the most basic features, with little enhancements implemented. It will be the base for completing the project

- 1) Splash Page image of nicholas cage riding on horseback
- 2) Main Menu menu select for which game the user wants to play ABC's of NIC, Rattle the Cage, or Cage clues what did he lose? Additionally there will be a settings button the user can click on to access that feature of the app.
- 3) ABC's of NIC A timed typing game where the user tries to keep pace with angry Nicholas Cage heads
- 4) Rattle The Cage A shake game that progressively gets Nicholas Cage angrier and angrier until he reaches full psycho
- 5) Cage clues what did he lose? A trivia game based on Nicholas Cage movies
- 6) Settings the user can turn the sound on or off

b) Beta Version

The beta version will add more customization to the features, as well as the scoreboard and victory/loss videos

- 1) The scoreboard displays most recent scores, and the highest score for each of the three games
- 2) Menu items –
- 3) Additional settings in addition to turning the sound on or off, we will be adding another setting for ABC's of NIC that allows the user to change the tempo of the game
- 4) Videos there will be videos from Nicholas Cage movies at the end of each game and will differ depending on if you win or lose

c) Future releases

There was a small window to get this project done, and there are several features that could be added in future releases

- 1) The addition of more mini-games
- 2) Animation in the mini-games instead of static images