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CS 402

Assignment 3

Idea 1:

1. A game app that can play games to test your brain in different aspects such as number memory, reaction time, visual memory
2. Audience: Every age; people that are interested in testing/training their ability (cognitive).
3. Competitor: <https://apps.apple.com/gb/app/magic-benchmark/id1116397647>. On AppStore there is this app that has similar concept, but it is very buggy and has no server database feature.
4. Features: number memory game that increase the number length by 1 after each level (3 days); a game that require you to tap as fast when the screen changes color to record your reaction time (3 days), and the finding-matching-pairs-of-images game (1 week), high score of each game as a server database to compare with people on the "leaderboard".
5. Revenue model: \$0.99 to buy, since the games is not that engaging for user to play over and over every day, so using free app + ads model is not worth it.

Idea 2: If you put in a number of memory games and make them using native Kotlin and Android Studio, I would allow a game.

1. A reminder app that uses GPS to allow you to tag your to-do thing to a location and the whole app is map-based.
2. Audience: working adults, college students, people who are very busy with their schedules, especially those that travel a lot from places to places.
3. Competitor: Checkmark 2 (<https://apps.apple.com/us/app/checkmark-2/id825863849?ls=1>)
4. Features: This reminder app allows user to tap on a location to set the to-do things, set alarm timer for them, set timer to a location-based reminder (ex: set alarm 1 hour after you arrive home to remind you to do laundry), road-tracking feature.
5. Revenue model: \$3.99 to buy, because an app for work should be a one-time purchase rather than making users watch Ads, and that's a fair price for an app like this in my opinion.

To make a good final, this will need to be more than just a To Do app with GPS geofencing. Maybe adding camera abilities, maps and maybe another feature to be a good final.

Idea 3:

1. A game based on Gobblet Gobblers, a more complex version of Tic Tac Toe, that you can play against bot or another player.
2. Audience: every age, mainly for kids, teenagers and for parents.

3. Competitor: couldn't find one.
4. Features: a game based on board game Gobblet Gobblers (<https://www.amazon.com/Blue-Orange-103-Gobblet-Gobblers/dp/B001TMXDMK>) with bot feature (kind of AI) (a month), and with a player versus player feature (4 days).
5. Revenue model: \$5 to buy, I think this is a great and attractive strategy game, especially for kids and for parenting, and the idea is simple and very close to everyone like Tic Tac Toe.

Again, if you use native Kotlin and Android components this might be quite a bit of work and make a good final if you also make sure it looks good as well.