

Team member:

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Idea:

iOS mobile social gaming platform

It will allow players to play single/multiplayer mini-games with other players. Players will be able to chat, challenge and defeat their friends in any single/multi-player mini-games developed by us. An updated ranking system will be included to show players their progress.

Major Features/Capabilities:

Our gaming platform provides not only gaming entertainment but also social interaction to the users. Our major features include:

- Multiple mini-games featuring single or multiplayer with scoring-storing capabilities
- An in-game live chat with other players
- A ranking board among all players and friends
- A system that limits the player's daily access to the games and require interaction with other players to gain more access
- A forum/storyboard that users can share their status/photos
- A store that allows purchases of powerups, lives, etc.

Sources we need:

- Firebase
- Moya for network
- IGListKit for the forum/storyboard system
- Appium for automated testing
- Unity for potential games

SLOC Estimate:

- Platform backend: 200 - 500 lines
- Each Game: 200 - 400 lines
- Live chat functions: 500+ lines
- Forum/storyboard: 500+ lines

Challenges:

We are aiming to build the entire gaming and social platform throughout this project, which will include mini games of different categories and styles; and a backend system that will ensure users can communicate freely with each other. Both structures are relatively challenging to perfect and implement, not to mention to merge the two of them into an app and ensure great user experience. This project is also challenging in a way that it spans across different areas: databases, network, game and iOS developments; which could be challenging during the development process since we have to make sure each area works on its own.