

# Homework 2: App Ideas

Lionel Lopez

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## Mobile App for Final Fantasy XIV

### Similar Apps

- FFXIV Clock
  - Doesn't display important item data, such as position and a count-down timer.
  - No sorting/filtering options.
- FFXIV Time
  - App is in beta.
  - No sorting/filtering options.
  - Doesn't display important item data, such as position and a count-down timer.

### General Audience

The audience for this app will be players of Final Fantasy XIV. Specifically players who play the gathering classes. **Are these players mostly under 25? Male?**

### Main Features and Technologies

- Get rare item information that is tied to FFXIV's server. **Have you ensured this is available?**
- Display to the user an item's location, position, active availability, and when it is available to gather next.
- Gives you options to organize and sort items by zone, type, and availability.
- Save favorite items.
- Heavily focus on UI/UX. **A heavy focus on UI would likely make your app stand out since not a lot of professional designers spend time making UI for apps like these, although the market is pretty big.**

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**I think this might be a bit too simple depending on the UI. You can focus on interesting animations, custom graphics for buttons and other UI elements to make the app look better since it may lack some mobile specific features. It looks like you might be able to have a database for favorites and web services for pulling that data, so a high focus on UI would help make this a good final.**

## Pricing

Free. This application will use data from SQUARE ENIX LTD., I'm not sure if I am able to monetize it.

## App for testing knowledge about video game music(and spreading awareness)

### Similar Apps

- Video Game Music Quiz
  - Limited music variety.

### General Audience

The audience for this app will be people who know about video game music and want to be quizzed on it!

### Main Features and Technologies

- Categorize quizzes by systems, series, genres and hardware generations.
- Have a wide variety of music to be quizzed on.
- Guess music on a timer.
- Have a harder difficulty option by guessing composers and artists, rather than games.

## Pricing

I would like to monetize this app with a one time fee. Not sure how much it should be. I would worry about copyright with the music in these games. I would think game music wouldn't be as draconian as record companies, but if you have no plans on releasing it, could be a fun final.

## A Strategy Role Playing Game

### Similar Apps

- There are a lot of apps. This would be more of a passion project.

## General Audience

The audience would be anybody wanting to play an SRPG. Not alot are made these days, at least normal ones.

## Main Features and Technologies

- One time fee like a regular game, no extra fluff.
- Top-down view instead of traditional isometric or 3D/2.5D.
- Pixel art!
- Pays homage to games like Final Fantasy Tactics, Fire Emblem and Tactics Ogre.
- Would have all the bells and whistles of a srpg. Still need to think about mobile-unique mechanics. Could maybe include the use of the gyroscope.

## Pricing

I would probably price this at the minimum of \$10.

Price is good for a decent game although if it's simple, it's a bit high as most simple games on the store are around \$5 or so. Although this is a cool idea, I think it wouldn't make a good final for the class.