Homework 2: App Ideas

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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 countdown 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 countdown timer.

General Audience

The audience for this app with be players of Final Fantasy XIV. Specifically players who play the gathering classes.

Main Features and Technologies

- Get rare item information that is tied to FFXIV's server.

- 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.

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.

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.