Opera Madhouse

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**Purpose:**People today love playing games to pass time. My app provides a fun way to do this. It is a very short game, with a minimal UI to focus more on the game rather than other useless settings. Users want to play the game, and they can start it with just a simple tap.

**Users:**The game is not focused on a particular set of people according to demographics, rather it is aimed at a more general audience. Anyone can download and play, but I expect students aged from 10-24 to have maximum engagement.

**Requirements:**The game is standalone app. It does not require the internet to function. As such, it has no additional requirements.

**Functionality:**My app is a simple game. I aimed at simplicity, because that is much more addicting than a complex game with multiple levels. The simpler the game is, the easier it is to restart the game and ‘Try Again’. This is what engages the user more.  
It is a simple dodging game. There will be continuous obstacles coming in from the right, and our player (a wood plank) will be on the left. We can touch and move it wherever we want. However, we can touch and hold it to make it ‘pass-through’, meaning obstacles can go through it without hurting it. There is a timer that tracks how much you’ve used this ‘spell’, and it recharges over time. Scores are calculated based on how long you can last. Following is a very simple illustration of what I mean:  
  
The theme of the game is that the ‘plank’ is actually a fat opera singer, and the ‘obstacles’ are actually things the audience are throwing at him. This makes for a much more fun experience.

**Similarity:**As far as I know, there is no other app that is similar to mine, and that is what makes this unique, in my opinion. Unique games are much more likely to be downloaded. However, I did use marketing concepts from Flappy Bird, an extremely simple but insanely addicting game.