VerseRain App Game

8/28/2014

Communication to Zolnamar:

Even though I mentioned "Angry Bird" to you, I meant for you to look at the idea of the structure of the Verse-set and Verses, but we do not need that kind of sound and colors etc. I like to make it simple and straight forward. Our first group of players I like to target are the mature Christians (we can make another app for children later).

As we discussed, here is the summary

1. you will use a mockup tool to design (let us know what tool that is)

2. The screens shots when user start the app, they will see

a. An intro page

\* Their login name or anonymous

\* their scores and status (history of their scores)

b. Language selection

c. Verse-set selection

d. Verse selection

\* usually a set will have 5 to 10 verses

\* User can select either a single verse to practice or select "Challenge" to play ALL verses

e. Game session

\* If it's Challenge mode, then after the game session with a score, ask the user if he wants to enter into Leader Board.

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Planning

First Release (date TBD, hopefully within 45 days?)

1. App
   1. Sell for $.99
   2. Need better UI
   3. Retain favorite Verse-sets for off-line games
   4. API to Web Verse-set and also single verses
   5. Description of the verse screen
      1. The verse is split into RainDrops based on the difficulty levels
      2. Each RainDrops falls down slowly
      3. User will pop each RainDrop with his finger or mouse
      4. When RainDrop got popped, rain will fall to the ground, but Words float to the sky as clouds.
      5. The background started as yellowish or scorched dry. As the rain falls to the ground, it becomes greener, and grasses started to grow.
      6. The Words that float up into clouds line up, and will continue to move up (like the captions in the beginning of the movie Star Wars, moving away)
      7. RainDrops do not fall down all at once, but only limited to 12 or so on the screen, and wait for user actions. If the user pop the RainDrops faster, then the rain will come down faster. If they pop them very slowly, then the rain will come down very slowly. The purpose is not to overwhelm them with too many RainDrops all at once.
      8. Once this implemented, then we can even do large chunks of bible verses all at once.
   6. Challenge Mode
      1. Each verse will come up one after the other.
      2. No more hints for the next RainDrop.
      3. When all finished, ask the user if he wants to upload the score to leader board.
2. Web
   1. User email, user-name (any language) and password
   2. Leader board for each Verse-set (user practice each verse and finish them all in hard-level, then they car go to the challenge mode, and when done, their score can be posted to the leader board for each of the Verse-set page)
   3. Better web template. On each Verse-set page, we have the
      1. Introduction section (why these verses are put together, either by a topic, or a sermon, a book etc.)
      2. Verse-set
      3. Leader Board
      4. Discussion Area (check this <http://skipmoen.com/2014/08/27/the-reason-why-2/>, they use <http://en.gravatar.com/> for user info, or we can use facebook?)
3. Marketing
   1. Need a intro video (less than one minutes, show off all the language capabilities, children competing, young adults social fun, emphasize the education side of it to learn not only the verses but also the languages for children and for seminary students on Hebrew and Greek)

Second Release

1. App
   1. Add the “record voices” feature so a Verse-set contributor can record their own voices (either to overwrite the text-to-speech, or complement the lack of text-to-speech for particular dialect and languages). This can be an in-app upgrade feature.
2. Web
   1. Use Facebook or Google to login in