Cultur-le

**Our Team:**

Michael Young has been appointed as team leader due to his affinity for organization and task delegation. His focus will be on motivating the team and keeping the members on schedule. Michael has lots of experience working in group projects and managing conflicts which will come in handy during the development of our app.

Hayden Knox has been appointed to the position of planning manager due to his experience in adapting to unexpected changes. Changes including unexpected setbacks or possible issues which may occur during development. He is able to make adjustments to schedules with minimal compromise to aspects of planning which have more precedence over others. His skills include a modest understanding of programming and an effective high level approach to understanding the functionalities of systems. Dedicated to applying his knowledge within a disability timeframe, he accomplishes much with the little flexibility in his schedule.

George Stewart is our development manager. He has the most coding experience of the team and is good with technical details. While he has low experience with Kotlin and android development he is interested in learning and with past experience in coding and java which Kotlin is similar to should be capable of doing so. With previous experience in teaching himself other code languages before also.

Hami Daly has been appointed quality / process manager due to his experience in ensuring quality standards are met throughout the process of projects. His set of skills include an acceptable understanding of programming, the ability to communicate effectively and appropriate time management. Committed to monitoring and evaluating the process of which this app comes to fruition.

Marion Millard is the support manager. She has been chosen for this role because of her ability to communicate effectively and problem solve well under difficult circumstances. She brings project-relevant skills to the team such as good time management and planning skills and an ability to remain calm under pressure.

**About Cultur-le:**

In order to promote cultural understanding and friendly competition our group will be creating a guessing game with the goal of users determining a country symbolised by images. Our game will be in the style of Wordle and similar games where users are given one new country to guess per day. The target country will be indicated based on a series of images which represent different cultural elements from the country. These cultural elements will be the national cuisine, animal, and flag as well as a famous artwork, landscape and greeting from the country. The user will also be given the distance and direction from the country they guessed to the target country to help with their next guess. Users will be able to maintain streaks, track statistics and share their results with their friends.

**The Development Plan:**

We will be developing this program in Kotlin using android studio. We plan to build the menus and navigation using the built-in android studio design tools. Our app requires collection and organisation of many images. We will collect royalty free images from Google by filtering results. We plan on organising the countries and their images in a ‘country’ class. The background and design artwork will be drawn by members of our team in Microsoft Paint. The app will be played offline and the country of the day will be the same for all users each day. This will be coordinated through a predetermined random number list between 1 and 195 to set the target country each day and changes to the next country every 12pm NZ time. Input for the country of origin answer will be a drop down window of all 195 countries.

**Similar Apps:**

Cultur-le is inspired by the viral word guessing game “Wordle” which has spawned many games with a similar format such as “Redactle”, “Heardle”, “Framed”, and “Quordle”. We derive the format of one quiz a day from these apps. Our app is similar to “Worldle” and “Globle” in that the goal is to guess a target country. We also share the hint of distance and direction to target country with “Worldle”.

**What makes Cultur-le unique:**

In Cultur-le, each hint highlights a different aspect of a countries culture, from food to national animal which keeps the gameplay diverse compared to most wordle clones where every step of guessing is the same. Cultur-le is also distinct as it helps users learn fun and diverse information about countries and cultures from all around the world.

**Our Target Market:**

Our target market is anyone interested in wordle-style games. We also aim to appeal to any people who are interested in finding new places to travel, world geography, and quizzes. We hope to foster competition between friends through sharing of scores and streaks. There is a lot of interest in Wordle-style games with Wordle being purchased by the New York Times for $3 million USD and clones being created in many forms.

**Secondary Features:**

These are features of our program which we will be included for increased accessibility and creative challenges to entice users into a game which is challenging and inclusive.

* Contacting countries and requesting a message they would like displayed to promote their country when it is guessed.
* Recipes
* Night mode.
* Alt text and audio for alt text for those who are visually impaired.
* Colourblind support which labels red and green colours.
* Increased difficulty through time limits for guesses, slightly blurred images and turning off country distance and direction.

Chart, bar chart

Description automatically generated**Gantt Chart:**

**App Design:**

Graphical user interface, application

Description automatically generatedA picture containing map

Description automatically generated

**Graphical user interface

Description automatically generated with low confidence**A picture containing diagram

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