Monikers Mobile App

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Monikers is a game of two teams with two or more players for a total of four players minimum. Any one of the players can use a mobile phone to start a game. In the default setting, each person playing uses the phone to enter five monikers and then passes the phone to another player. A moniker can be anyone or anything, either real or fictitious. After all players have entered their monikers, the app will shuffle them. Play proceeds in 3 rounds. In the first round the first team designates one person who has 60 seconds to read 5 monikers, one at a time, and gives their team clues which their team will use to guess the moniker. After 60 seconds the second team plays. In the first round the designated player can say or do anything except say the name of the moniker. The second-round limits the designated player to a one-word clue. In the third round the designated player has to pantomime the moniker using sounds and gestures but no words. The playing team can make as many guesses as they want. If they get the name correct, the designated player touches the “correct” button on the phone and the team gets points. If they want the designated player can “skip” a moniker. The team with the most points at the end of 3 rounds wins.

A settings activity will allow the players to change settings. The number of players, the number of monikers per round or per person, the number of skips, and the time per round can be adjusted.

A “How to Play” fragment will explain the rules.

In the simplest implementation, one instance of the app will run on one phone and the players will just pass the phone between themselves. However, the app may be programmed to link up with other phones. One player will host the game and if each player or team has a phone that person or team will enter their monikers during the initial phase of the game to be stored in a string vector on Firebase.

Once the game starts, only one phone is the ‘Active’ phone, which is the phone that shows the words on it. The other phones just show the timer counting down. At any point between turns, one of the players can make their phone the ‘Active’ phone, so they don’t need to pass one phone around.

