Link: https://github.com/mqfan/iosFinalProject

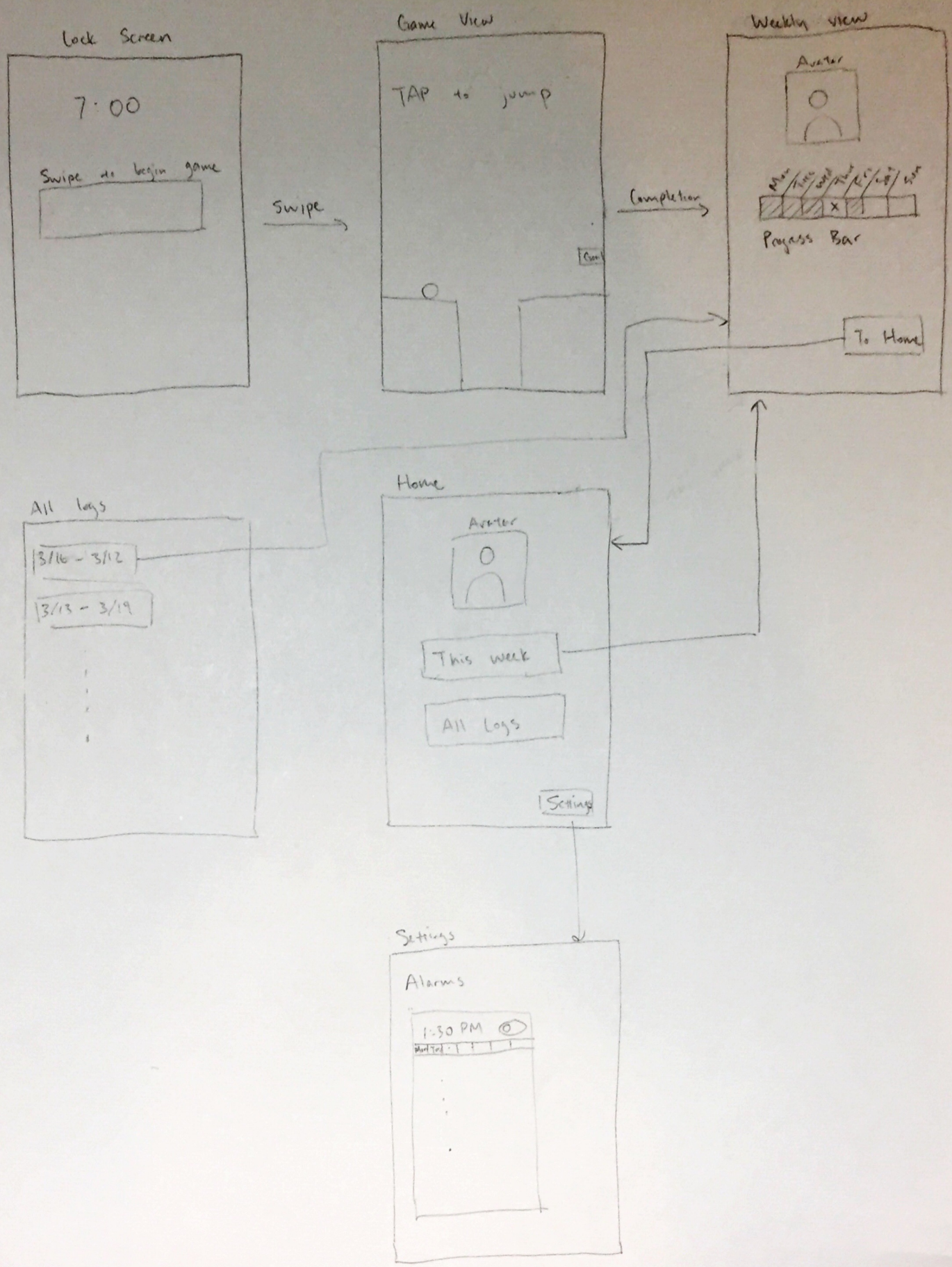
Project Description:

We will make an alarm clock app that simulates users with simple games or trivia questions upon waking them up.

Like a traditional alarm clock app, the app will wake the user. Then, upon turning the alarm off, the user will be redirected to a view where they will be engaged with a simple and minimally stimulating game (something like doodle jump).

To motivate the user to actually complete the minigame, the app host a virtual avatar of some sort that will gain utility upon the user completing the task and lose utility if the user does not do so (for example, a seedling that grows when the user complete the task and withers if the user does not compete the task). The app will keep track of the successful number of times that the user wakes up and completes the minigame over the span of a week and give users a score depending on the number of times that the user has completed the minigame and presumably gotten up afterwards.

Libraries:
UILocalNotification
IntentsUI
GameKit


Lock Screen
7:00
Swipe to begin game
Swipe
Game View
TAP to jump
Completion
Weekly view
Avatar
Progress Bar
To Home
All logs
3/16 - 3/12
3/13 - 3/19
Home
Avatar
This week
All Logs
Settings
Settings
Alarms
1:30 PM