Initial Specification

**Application Name: Gold Picker**

General Description:

Gold Picker is a game where the user is provided with one rectangle and 5 other non-rectangle shapes per screen, and has some seconds to decide whether it’s ratio is Golden or not. After guessing, the user will get feedback for his choice and will be awarded golden tokens for every correct answer. If, the user fails to respond on time, he does not claim a reward and a new set of shapes is produced. There are three difficulty levels in this game which determines the divergence between the ratio of the golden and simple rectangles. The game has a time limit of two minutes, after which the users golden token score is displayed, the game ends and resets (question time limit, game time limit, golden token accumulation).

Goals and Objectives:

* Have as many correct guesses as you can in the game’s time limit
* 10 golden tokens/correct answer

Conflict/Competition/Challenge/Opposition:

* Question time limit: 10 seconds
* Game time limit: 2 minutes
* Depending on the level of difficulty the rectangles are going to look more or less similar to golden ones
* Disorientating non-rectangular shapes

Interface:

The first user-app interaction is on the start menu at which the name of the game is displayed on the top. In this menu, the user has to choose from three vertical radio buttons, contained in a nested frame1, the difficulty of the game: Easy, Intermediate, Expert. On the mid bottom of frame1, a start button is available which when clicked the game launches, and the first shapes are created. The rectangle and the five non-rectangle shapes are generated in random colours and locations on the panel. Two buttons are available on the bottom line of the panel to provide the user with the option to choose whether the rectangle is “Simple” or “Golden”. The question’s time limit is visible on the top left corner. On the top right corner, the golden tokens score is displayed and refreshed after each question. There is a “Pause” button on the bottom left corner (above the two buttons) which can be used to pause the question and game time at once. When clicked, the button sign transforms to “Play”, and when pressed again, the game resumes and the button resets. After a decision is made by the user, the app creates a pop-up window: “Correct/False The rectangle is/is not Golden”. The game time freezes until the right bottom “Continue” button on the window is pressed, and then a new set of shapes is generated. When the game time limit reaches 00:00 another pop-up window is produced displaying: Game-Over\n Your score is … golden tokens.

Buttons:

* Difficulty level: Radio button (Easy, Intermediate, Expert)
* Start: Command button
* Simple: Command button
* Golden: Command button
* Continue: Command button
* Pause/Play: Command buttons

