

# COSC 2657: Android Development Project Proposal

Prepared By:

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Lecturer: Ms. Ngoc Ngo Minh

## **Description**

Our app will be a combination of a game and a workout encourager. The app involves a word game which the user will play for fun. The features of the game will include the following:

### **Word Game**

The word game will be an anagram guessing game. The system will generate an anagram, where the player must then attempt to spell the original word of the anagram. There will be multiple levels, each based on a different difficulty.

### **Pedometer**

The app will include a pedometer which counts the amount of steps that the user takes daily. Whenever the pedometer reaches a multiple of 200 steps, the player is rewarded with an extra life/hint which they can use in their game. This reward-based system incentivizes the player to do more walking in order to continue the game.

### Location

There will be a feature in the app that revolves around visiting new locations. The system will automatically set up new target destinations for the user. Once the user reaches that location, a new level can be unlocked in the game.

### **History**

A recorded history of the past several days will be available to be seen on a particular tab in our app. At the end of each day, the statistics will be saved into the phone's storage system in the form of a database, with the data being discarded after it has existed for a certain amount of time. The statistics will show the amount of words guessed, the amount of steps taken, and the number of locations visited every day.

# **Images**

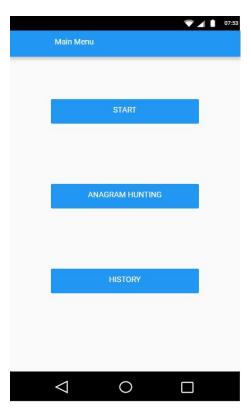


Figure 1: Main Menu

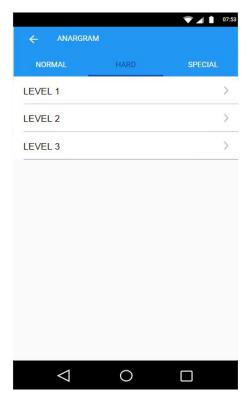


Figure 2: Choosing a level

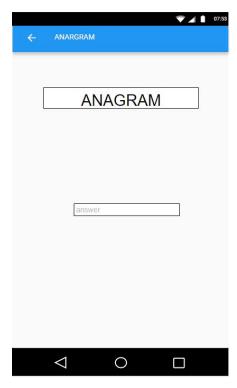


Figure 3: Anagram Guessing Game

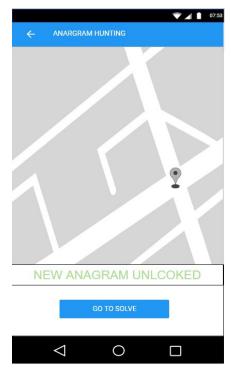


Figure 4: Finding a map position to unlock a new level

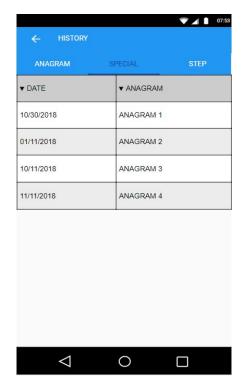


Figure 5: Statistics of the past week