I.   Group 11

II.   Members
- Patrizio Chiquini
- Jacqueline Corona
- Rachel Andrews

III.   App Name: **Run Bevo, Run**

IV.   Description

Our game would have our mascot, Bevo, run through the 40 acres in time for graduation. There are 4 levels to overcome, which represents the 4 years of a longhorn at UT. The first will be a simple run through the 40 acres, second a tailgate, third 6th street (the city of Austin), and again running through campus to get to graduation at the tower. Bevo will have to overcome obstacles which will be specific to each level. He will have only have 3 lives in case he runs into these obstacles.

Each level will last 45 seconds long. The goal of the game is to get to the end. Points will be given as long as Bevo is running. Additional points can be given from particular items, as well as the amount of lives that are left at the end of each level. Points will be lost if an obstacle is hit. Additional points and lost points will be calculated at the end of each level. At the end of each level, a UT trivia question will be asked for additional points and in order to "graduate" from the level. In addition, as you complete each level, there will be a scoreboard that tracks the highest scores from all the player per level.

V.   Feature List

- Obstacles
    - For the first round, we are focusing on the things that many upcoming students are afraid of upon their arrival to their first year in college. In this case, those fears are exams and fast food (representing the freshmen fifteen).
    - For the second round we will focus on UT's Football environment. The obstacles will be OU fans and a grill which embellishes the tailgating atmosphere.
    - The third level will represent a longhorn's experience in the city of Austin. More specifically, downtown Austin (6th Street). In this level, the obstacles will include different types of alcohol.

- - - Lastly, the fourth level will focus on reach graduation. And a senior, the biggest obstacle that one encounters on the Forty Acres is freshman students.
  - Background
    - With each level, a new background will appear associated with that level.
    - These include:
        a) **Level 1:** The discovery of the Forty Acres
        b) **Level 2:** Texas Football (tailgating / DKR)
        c) **Level 3:** The City of Austin
        d) **Level 4:** Reaching the UT tower at the Forty Acres
  - Option of Rerunning the Level
    - At the end of the level, the player will have the option to rerun the level to increase their score. This is done at their own risk, because they will not be able to continue on if they lose the second time.
  - Character Options
    - The player will have an option to choose between two characters:
        a) Bevo
        b) Hook 'Em
  - Movement
    - Bevo will be able to jump with one tap, or double jump with two taps. Furthermore, the running will be done automatically without relying on the user's interaction.
  - Lives
    - Bevo will have 3 lives/chances to reach the end of each level.
  - Registration/Login
    - This will maintain the point system for the scoreboards.
  - Point System
    - Determining how many points were earned during the level.
    - Used to fill up the leaderboard for competitive reasons.
  - Trivia
    - Including a question at the end of each level to represent the learning and graduation from the longhorns each year.
  - Leaderboard/Scoreboard
    - Here, we will the point totals for all players. We will be persisting on the scores. This is meant to increase the number of people playing the game and increase competition with friends.
  - Sound Effects
    - Have sounds correlating to movements, as well as at the end of a level

VI.   Target Audience

Our audience is meant for former, current, and prospective students.
- Former
  - It's reminiscent of their time on the 40 acres.
- Current
  - It's a good way to relieve stress, as well as remind students of the goal of finishing and graduating from the University of Texas at Austin.
- Prospective
  - The app is way to virtually interact and associate themselves with UT Austin, especially through the trivia.

VII.   Development

- Alpha - 3/22
  - Registration/Login
  - Option of Rerunning the level
  - Background
    - a) One background only
  - Obstacles
    - a) One obstacle (according to the first level)
  - Point System
    - a) Proper calculation of the point system
  - Trivia
    - a) One question at the end of the level
- Beta - 4/12
  - Background
    - a) Include all 4 backgrounds
  - Obstacles
    - a) Include all the obstacles in each background (according to each level's theme)
- Final - 5/3
  - Character Option
    - a) Enabling the option to choose between Bevo and Hook'em
  - Sound Effects
  - Leaderboard/Scoreboard
    - a) Allowing to compare scores with everyone.
  - Lives
    - a) Incorporate losing lives to terminate the level