Run Bevo Run

GROUP 11

Jacqueline Corona

Rachel Andrews

Patrizio Chiquini

Interest: So why the application?

Target Audience:
- New outlet for information
- Focus points about UT
- Digital Interaction

Showcase:
- UT Austin history
- Increase knowledge
- Start UT conversation

Relationships:
- Break the ice
- Create friendships
- Release stress

Contributions

Patrizio Chiquini:

* Bevo Animations and some UI

* SpriteKit Scenes Editor/Transitions

* Altering Each Scenes Difficulty (managing items/platforms/enemies)

* Proper Calculation of the Point System

Rachel Andrews:

* Login Screen

* Registration Scene

* Trivia Question Screen

* Creating Database of Questions

* Implementing UserInfo() to keep track of points per game play

Jacqueline Corona:

* UI Implementation (4 level scenes and 4 enemies)

* Keeping Consistency Between Scenes

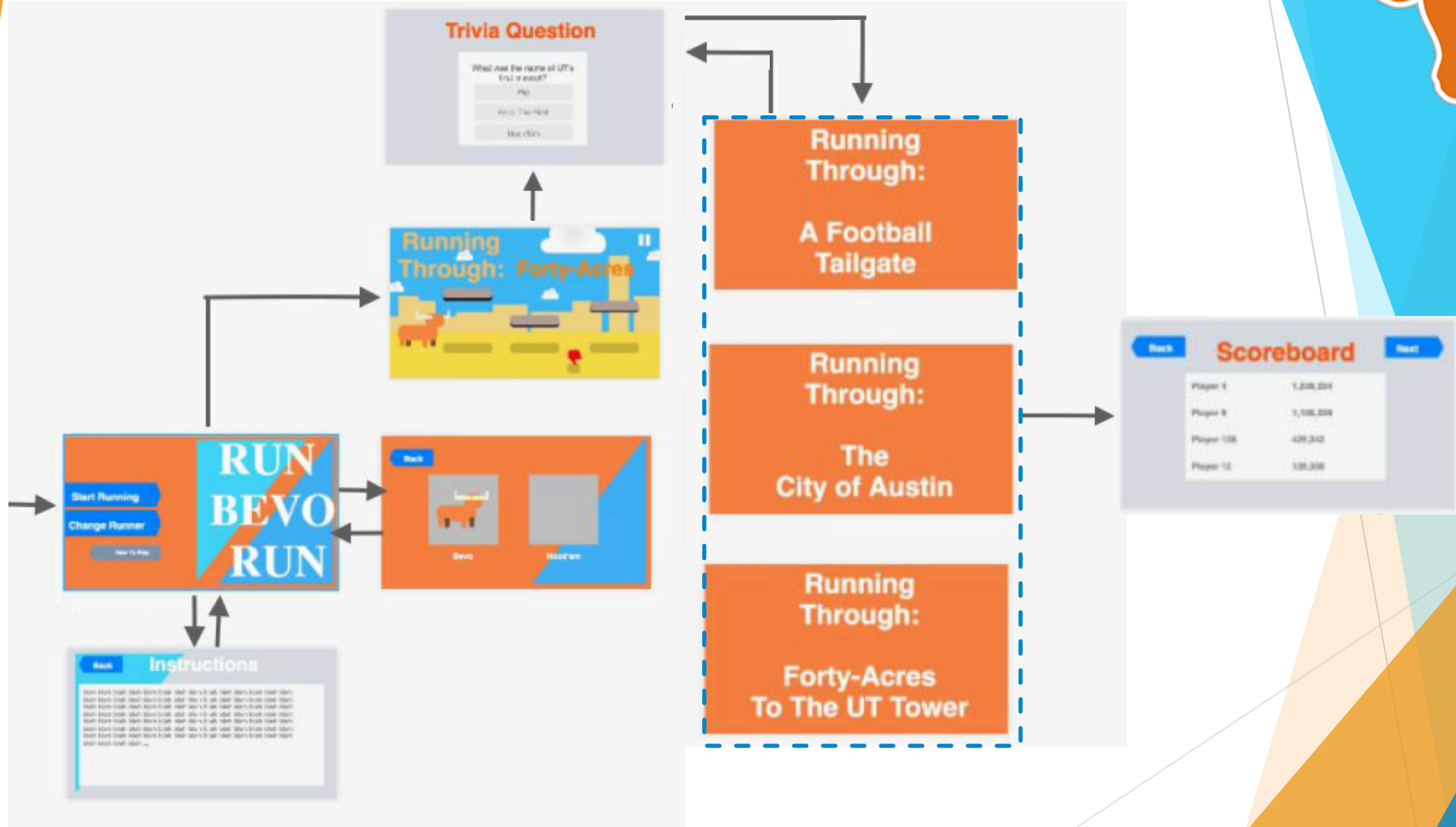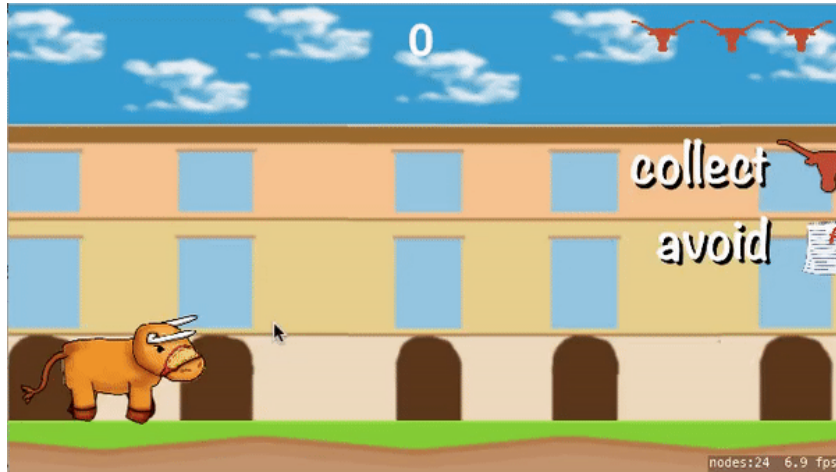* Making and keeping the application's image consistancy

Challenges

- SpriteKit API

- Transitions between Storyboards and Scenes

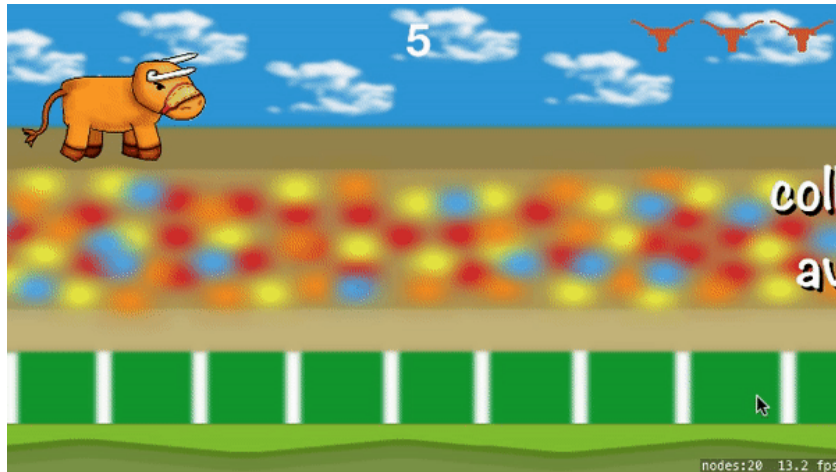- Level Difficulties

- Keeping Track

Functionalities:

UT Campus
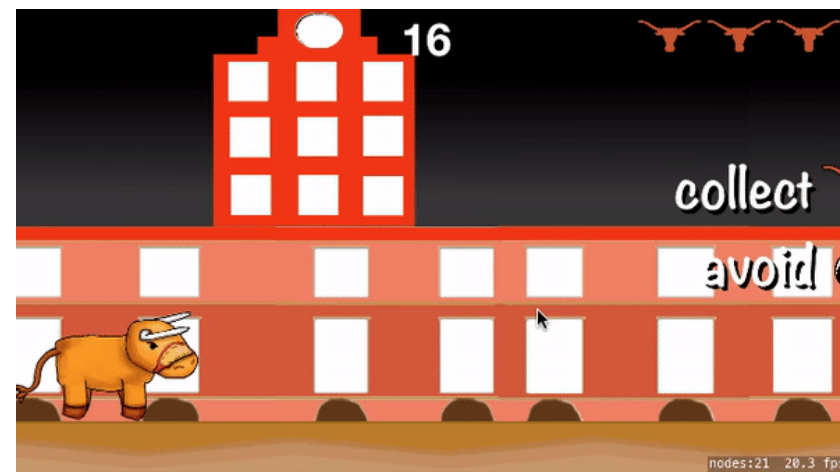

Downtown Austin

DKR Football Game

UT Campus (Graduation)

Demo

The Last Release

Additional Features:

- Character Options

- Main Menu Music

- More Sound Effects

- Competitive Leaderboard

MORE FUN!

What Is Next?

Addition to the Orientation:

- Provide additional information

- Encourage student interactions

- Enable students to get into UT mindset

- Have MORE fun at orientation

ORIENTATION

NEW STUDENT SERVICES

Thank You