I.   Group 11

Name - EID	% Contribution to the UI Design	% Contribution to the Mockup Paper
Jacque - jac7969	33%	33%
Patrizio - pc22566	33%	33%
Rachel - rea764	33%	33%

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

III.   **Application Description**

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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. Focusing on this being a SpriteKit 2D type of game.
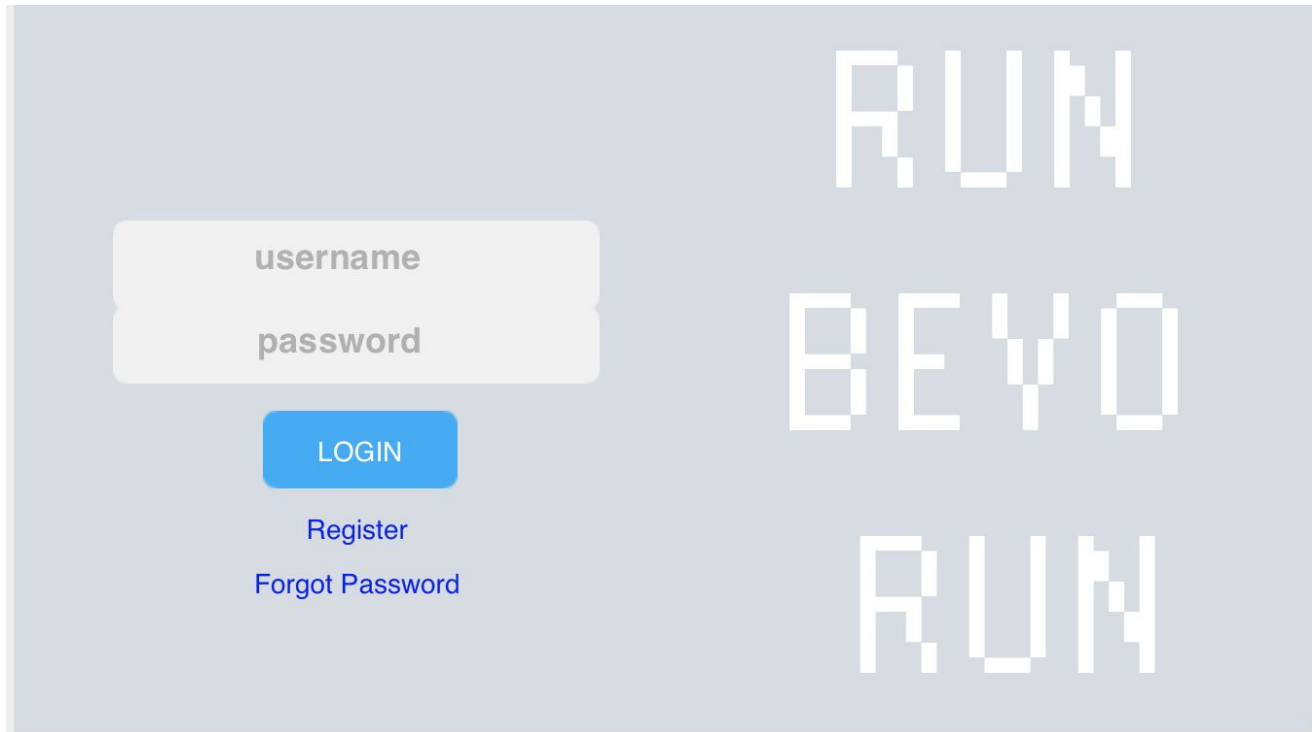
IV. Mockup
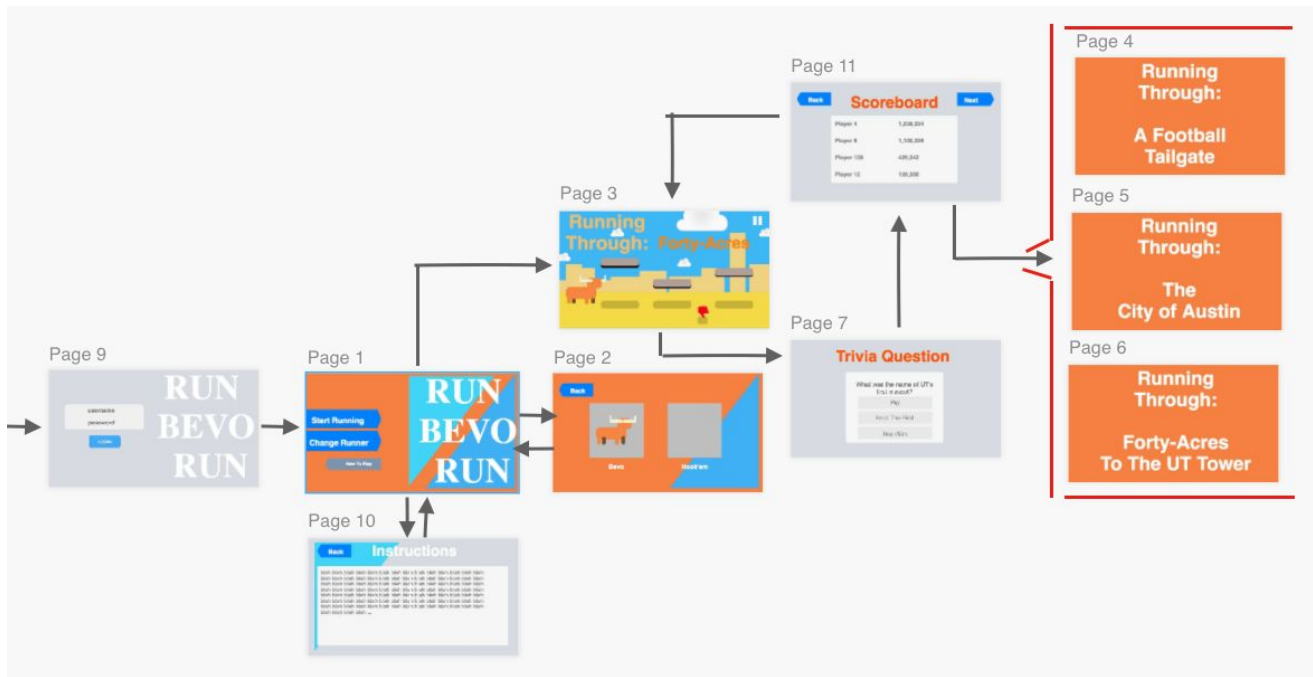
-change the headings for each picture to actual description as the ones below
-edit the arrows/flow of screens

V.   Operational Description

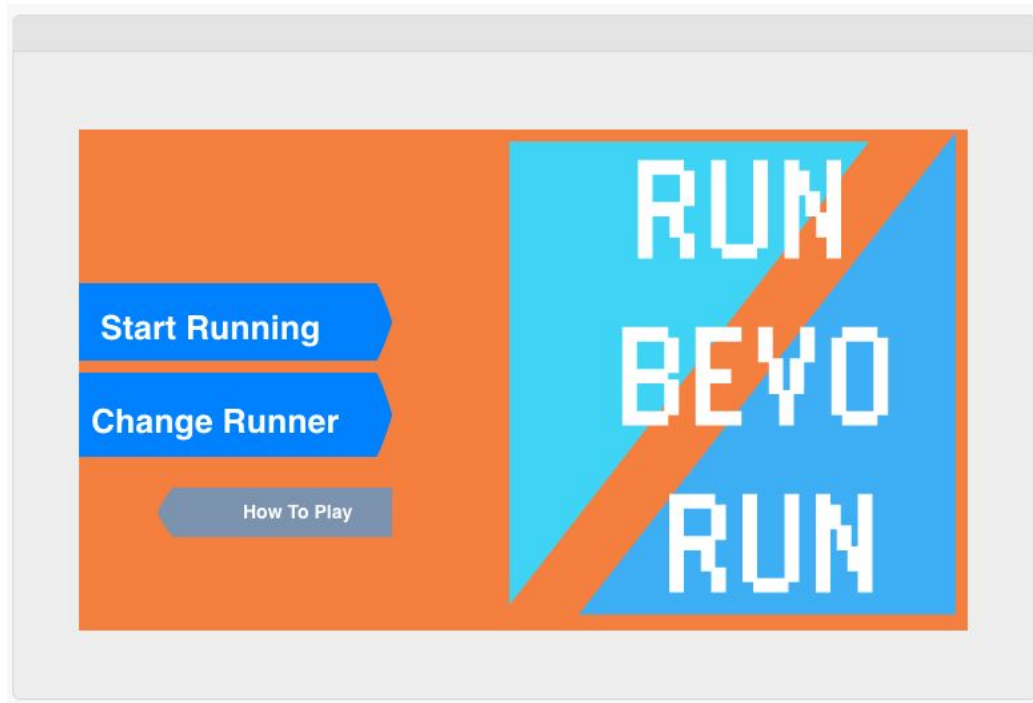---

Login Screen

This will be the first screen that users will see when they run our app. Here users will either login with their active account or create a new account. There will also be a forgot password button that would send them their new password and allow them to start the game.

<u>Main Menu</u>

This is will be the next screen that appears after a player has logged in. Players have three choices at this screen. They can either begin the game, by selecting "Start Running". The user will then start at the first level of the game. They can "Change Runner", by choosing a different mascot to play. The third option is to learn "How to Play" the game and read the instructions of the game.
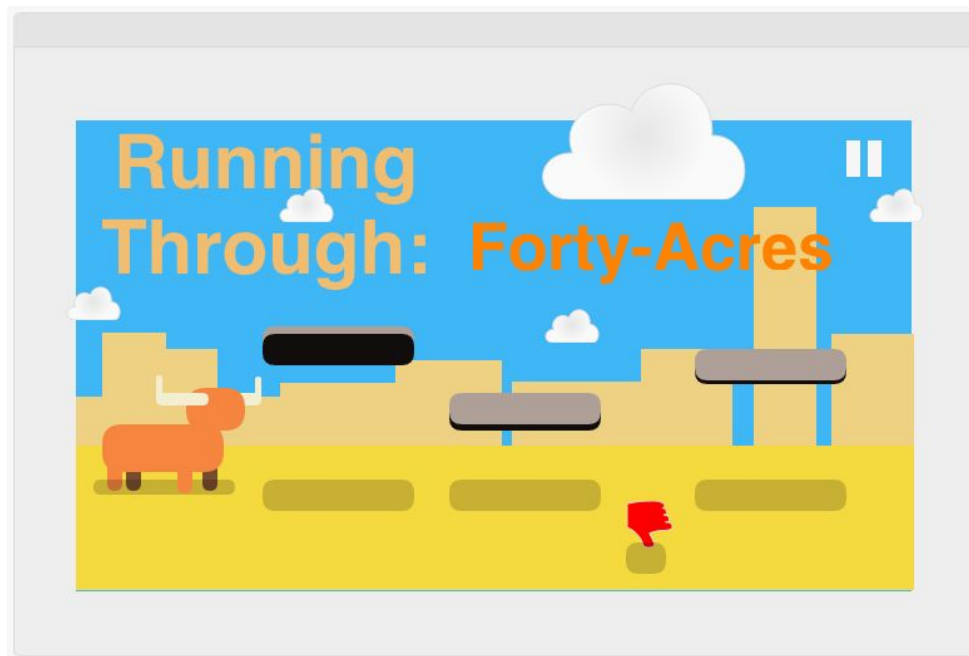
Instructions
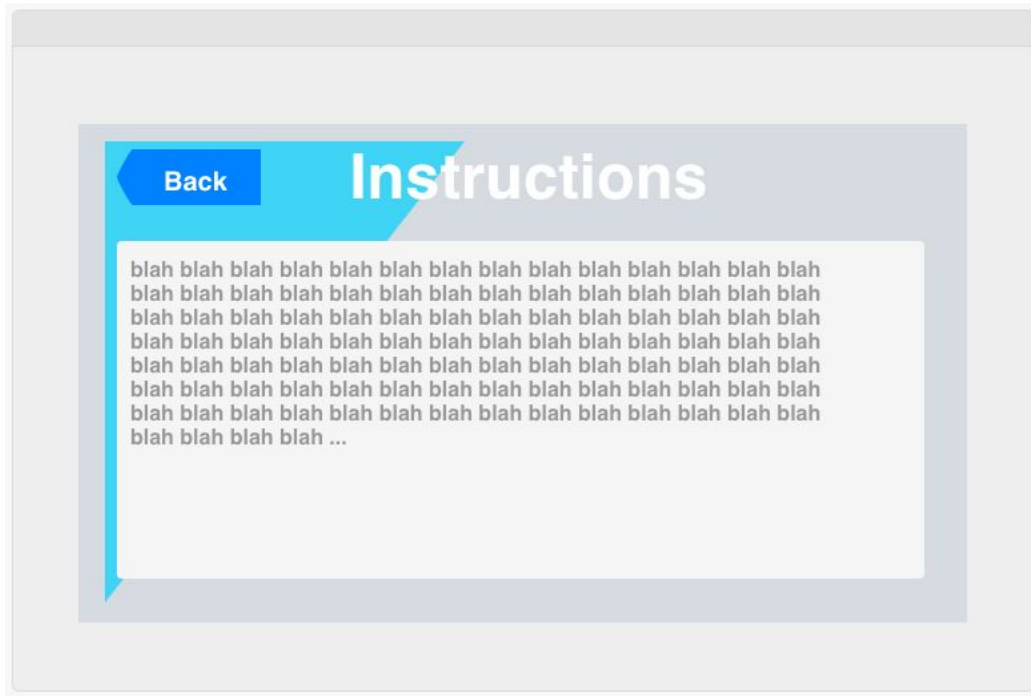
There will be a brief set of instructions to play the game. The instructions should fit on one screen in the form of succinct text bullet points. Users can go back to the Main Menu once they have read the instructions.

<u>Change Player</u>
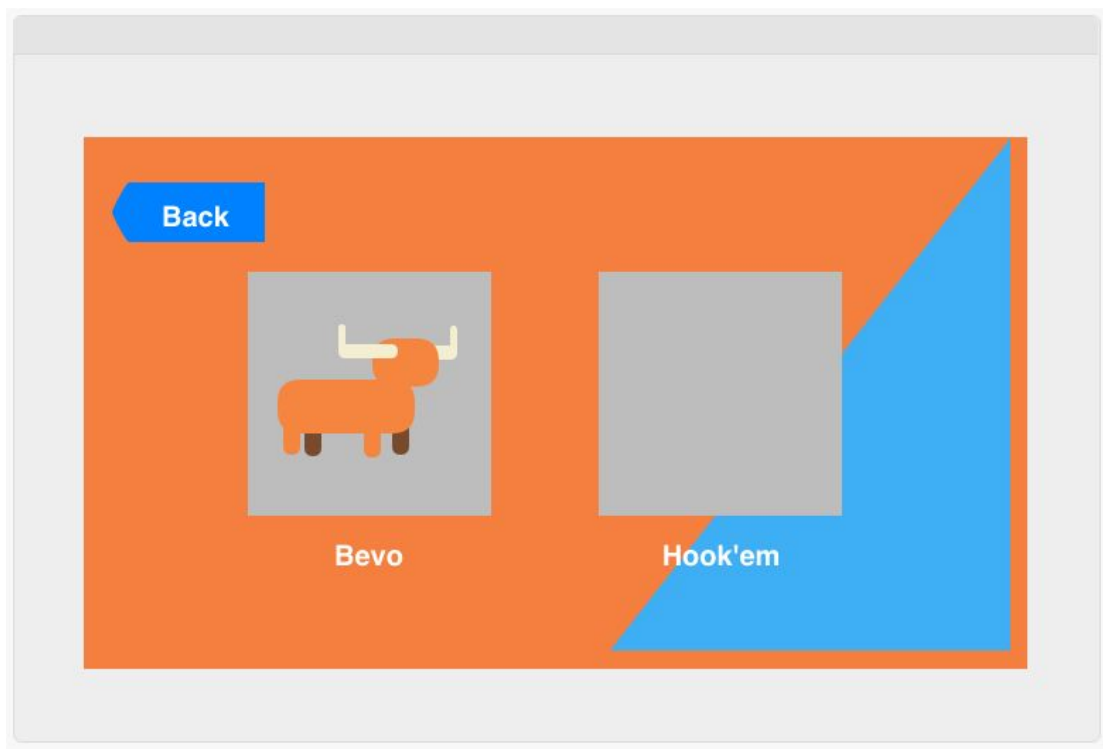
After learning the instructions of the game, the user will have the option to either play the game as Bevo or as Hook'em. This will be the character that they will play with through all four levels.

<u>Levels</u>

Running Through:

A Football Tailgate

Running Through:

The City of Austin

Running Through:

Forty-Acres To The UT Tower

The first level will be the user's chosen character running through the forty-acres. Here we will be able to see UT campus while managing to maneuver around different obstacles per level. The second level will be with a UT Football Tailgate background. Next the chosen character will run through the city of Austin and lastly running home to the UT Tower.

Trivia
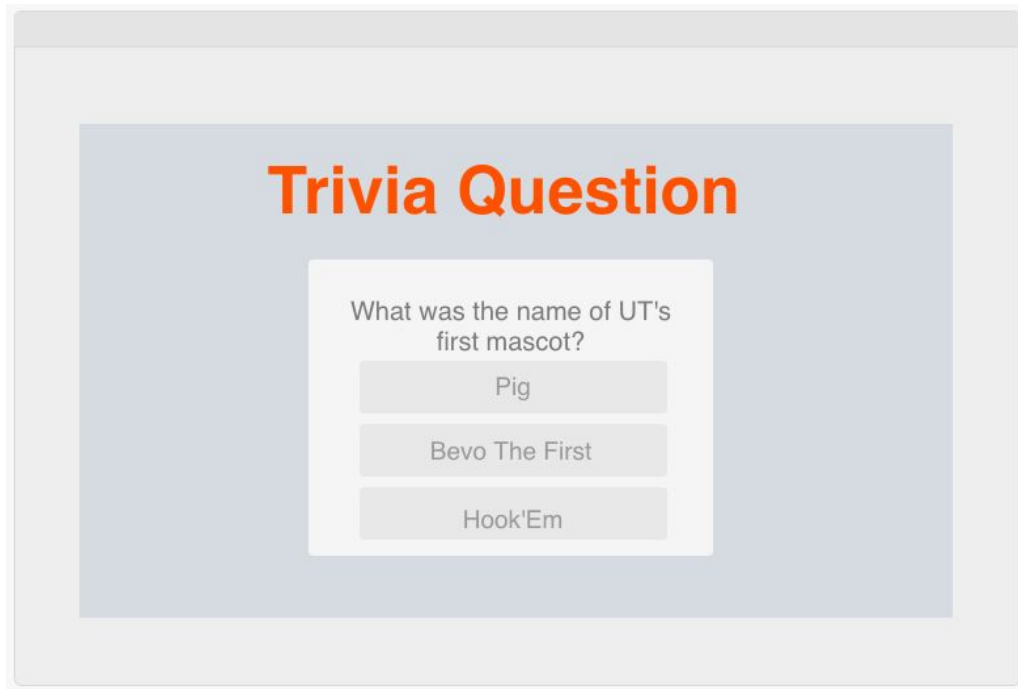
The trivia question will appear at the end of each level. The correct answer will return green while the wrong answers appear red. The chosen answer from the user will have white text. It is not necessary to get the answer right to move on to the next level, however more points will be added if the right answer is chosen. Questions will be either multiple choice or true/false. We will have a question bank of questions to cycle through.

<u>Scoreboard</u>

Back

Scoreboard

Rerun

Player 4	1,239,234
Player 9	1,100,239
Player 138	425,342
Player 12	128,380

The scoreboard will appear when the game is won or when the player loses. The player's username and score will appear if he is one of the top four scores. The player has a choice to go "Back" to the main menu, or "Play Again" from the start of level one.