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**GitHub Username**: perfalcon

Eat Monster

# Description

A simple 2d game for kids which keeps the kids engaged whenever they get bored.

The user has to tap on the item (ice cream/food item) which is placed in front of person’s face, as they tap on the score will be increased and accordingly the coins will be increased. As the score increases, the levels will be increased and the food items will be unlocked.

# Intended User

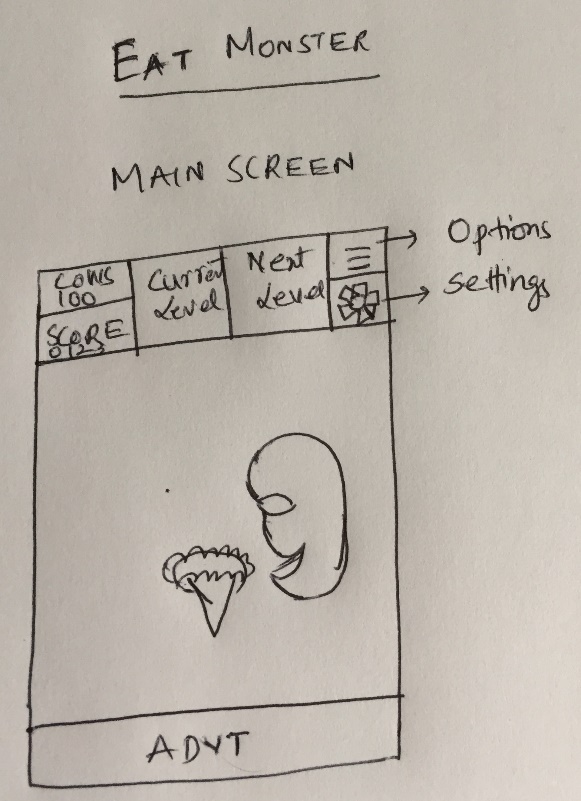
Kids of all ages

# Features

* Encourages the kids to play
* Saves the score, coins
* Allows to change the skins (color schemes)
* Allows to buy extra coins through advertisements
* Displays advertisements at bottom the screen on the main screen

# User Interface Mocks

## Screen 1 – Main Screen

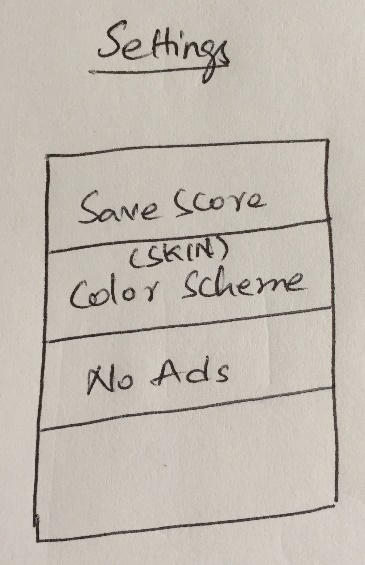


This is the first screen (main screen) where the game is active. This screen displays the coins and score in the first column, displays what current food item is being used in the second column, in the third column displays the next food item and in the fourth column displays the buttons for options and settings screens.

In the center of the screen is the actual game. It shows a food item and a funny(monster) face. Whenever a tap is done on the food, there will be a picture shown to indicate the part of the item is eaten.

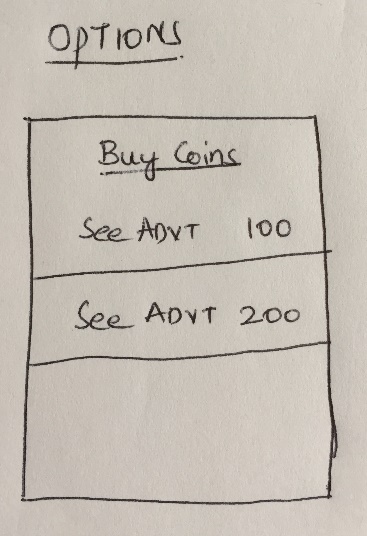
As the food item is eaten, the score will increase. Whenever the food item is eaten completely the coins count will increase. The coins can be collected on the screen by tapping them which will be shown occasionally and randomly spread across the center of the screen between the advertisements row and the top row. The frequency of the display of coins will increase if they tap on the advertisements and see them till end.

## Screen 2 - Setting Screen



In this settings screen, the user is given options to save the score, change the skins, the colors scheme for the monster face, the center of the screen, the colors of the top row except for the food items. The “No Ads” will be greyed out for now, it will be enabled in the next releases, which enables them to pay a premium to disable the advertisements.

## Screen 3 - Options Screen



In this options screen, the user is allowed to buy the coins by viewing the advertisements.

# Key Considerations

### How will your app handle data persistence?

Data persistence is done by Content Provider.

### Describe any edge or corner cases in the UX.

From any screen, use will tap the ‘back’ button at the top left screen to go to the previous screen.

### Describe any libraries you’ll be using and share your reasoning for including them.

Use the Glide for loading and caching of images

Use the Material Design libraries for the UI colors and design

Use OkHttp libraries for the network calls.

### Describe how you will implement Google Play Services or other external services.

As this app is a game, I will use the ‘Google Play Game services’ to provide the regular gaming needs like achievements, leader boards.

To generate the income, I will use the ‘Google Mobile Ads’ to show as a banner and rewarded video.

# Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and break them down into tangible technical tasks that you can complete one at a time until you have a finished app.

## Task 1: Project Setup

Write out the steps you will take to setup and/or configure this project. See previous implementation guides for an example.

You may want to list the subtasks. For example:

* Configure libraries
* Something else

If it helps, imagine you are describing these tasks to a friend who wants to follow along and build this app with you.

## Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:

* Build UI for MainActivity
* Build UI for something else

## Task 3: Your Next Task

Describe the next task. For example, “Implement Google Play Services,” or “Handle Error Cases,” or “Create Build Variant.”

Describe the next task. List the subtasks. For example:

* Create layout
* Something else

## Task 4: Your Next Task

Describe the next task. List the subtasks. For example:

* Create layout
* Something else

## Task 5: Your Next Task

Describe the next task. List the subtasks. For example:

* Create layout
* Something else

Add as many tasks as you need to complete your app.

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