Swift Project: Part 1

Richard Martin, Clayton Redmon, Seth Dean

4/20/17

Title: 5, 3, 1 or 2!

Description: The app has two parts, one that picks 5 restaurants at random in the users “willing to drive” radius, one person will delete two leaving three, and the second person will then delete a second pair of two, leave one and that’s where they should eat the second part allows two users to input restaurant locations that they would like to eat at. The two users would begin to play a mini game of their choosing (or a random one). The resulting winner of the game would have their restaurant chosen. They might have a chance to go double or nothing with a desert round in which if they lose or win, they can use this and possibly win the whole thing. Games included would be tic tac toe, battleship, connect 3, and possibly dots and lines or a territory aquisition like risk game. The presented scene would the title of the application and would default to a scene with a two buttons and instructions. When the players chose the 5,3,1 button, they are taken to a scene with a pickerView that presents a set of distances that the user must pick that is dubbed “willing to drive radius” below that is a generate button that will generate 5 random restaurant choices within that radius and display them as buttons below, clicking on one of the buttons would ‘delete’ that option until there is only one left. If the user picks the or 2! button they are presented with a menu to input their choices, which are stored for the end game. The players would then either chose a game or pick random, which would place them at the game scene. When the game is completed and the outcome is clear, the game will finish and the winner’s choice will be shown as well as a button to go back to the title or play again.