

## Proposal Document



**Group Number:** 8

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**Application Name:** Libs With Pals

**Application Type:** Game

**General Description:** A modern age Mad Libs.

Even if you've never played Mad Libs before, you'll love this game. The game is intended to be played on one phone with one to two players. Player 1 is given a choice of sentences to choose from. Each sentence contains blank spaces (adjectives, nouns, or verbs). Player 1 then passes the phone to a friend or family member (or keeps playing themselves). The player that now holds the phone is prompted to provide words for the blank spaces (although they're not aware of what the sentences say). The app then places the words in the sentence, resulting in a hilarious story that everyone can laugh at. The stories will only make sense grammatically but not semantically, resulting in silly sentences. The storyline will be presented to the users with simple graphics, adding to the comedy.

There will be two modes - adult mode for an older audience or child mode for those with a smaller vocabulary. Children may find the game less comedical and more of a learning experience. Adults are intended to laugh at the nonsensical sentences they form. Overall, this app is purely for entertainment purposes. In the future, it could potentially be monetized with ads or the mention of popular brands in the storylines.

**Feature List:**

- Loading screen - The screen that shows up while the app is loading
- Login - Users can login to their accounts using their email or potentially their Facebook account
- Home page - This will show user's saved mad libs that they've created in the past, and if they don't have any show an example mad lib
- Navigation UI - The UI will allow users to go through the creation of their mad lib with a partner, as well as view the final result
- Storylines - Stories for the user to fill in the blanks
- Graphics - Included will be images to go with each storyline
- Settings - There will be the option to save their own mad libs, the option to toggle between kid and adult mode, and potentially other UI settings (such as color)

**Target Audience:**

Our target audience is ages 7+ (must be able to read/write), specifically people who like to laugh and have fun. Because we have both an adult and child mode, it is truly appropriate for most ages. Here are some reasons why they would be interested:

- It may be sentimental for adults who used to play mad libs as a child
- It could also serve as a learning tool for kids who are still developing their language skills
- We believe there are many scenarios in which one would want to play this game - when they're bored, at a party, waiting in line, or just because it is extremely entertaining

**Development Plan:**

Alpha: 3/21

- Loading screen
- Login page
- Home page
- Input your friend's name who is going to put the words in
- Basic UI Navigation (including views for storylines)

Beta: 4/4

- Functionality of storylines
- Functionality of sentences
- Placeholders for images
- Allow user to save their mad libs and display on home page

Final: 5/2

- Add images
- Beautify UI
- Instructions on how to play the game with an example
- Stretch Goals:
  - Setting to read mad lib out loud with voice recordings
  - Ability to login with Facebook
  - Ability to share to Facebook