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 two phones with two players. Player 1 writes sentences and incorporates blanks into the sentences. Each sentence contains blank spaces (adjectives, nouns, or verbs). These sentences are then sent to player 2 over a server. Player 2 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 both players can see. The stories will only make sense grammatically but maybe not semantically, resulting in silly sentences.

There will be two modes - adult mode for an older audience or child mode for those with a smaller vocabulary. In adult mode, the user writes the entire sentences themselves. In child mode, they select from a bank of sentences. 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 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
- 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 with Facebook
- Home page
- Basic integration with server
- Basic UI Navigation (including views for storylines)

Beta: 4/4
- Server sends all needed information between players
- Allow user to save their mad libs and display on home page

Final: 5/2
- 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 share to Facebook