Group Name: Moose Fighters

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Project Name: Moon Moose

Introduction: We will be creating an iOS application. More specifically, we will design a fun survival type mini game. This game will be related to our team name, the moose fighters.

Purpose: This project is valuable because it will be a fun little game for for people to play in their free time. It will include leaderboards for a competition aspect. We want it to be easy to jump in and play for a few minutes at a time; most people are very busy and want to be occupied when they are not.

Platform: This game will run on Apple devices that are running on iOS 7 or newer. This includes iPhones, iPod Touches, and iPads.

Audience: This game will be enjoyable for all ages. There will be no content that is unsuitable for young ages. People that do not have some type of iPhone, iPod touch, or iPad will not be able to play themselves unless they borrow these devices from another person.

Team Dynamic: We will set up meetings at 6:30pm on Tuesdays and Thursdays and we have the option of setting up more time as needed. Max will be in charge of the code. Billie will be in charge of the scheduling. Sean will be in charge of the graphics.

Detailed Description:

1. User interface will include tilting and touching functions on the iPhone or other iOS device. You can select menu items by touching the screen and play by tilting the screen to move a character model.
2. It will have to process the user input, graphics output, saving function, etc. The only memory that is needed to be saved will be the user’s public info and their high score.
3. It is an application that will be uploaded to the app store upon completion.