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Mobile Application Dev.

Grad Project: Milestone 1

# Inspiration and Goal

I enjoyed exploring the world of gifs in my project 1 app and would like to build off of what I learned to create an app that is more about just having fun. I know I want to use gifs, but I want my app to have more of a purpose than just a “library” of gifs. At this moment I am thinking of creating some kind of game and leaning towards a trivia-like app. Basically, you would pick a category of pop culture which would then take you to another view where you watch a gif and then are presented with some question related to that gif. For instance, you could have a gif from a particular movie and then you would have to name that movie.

# Intended Audience

The intended audience would be anyone that enjoys pulp culture and likes trivia games, and of course, gifs..

# What Will My App Accomplish? What problem is my app solving?

The main goal of my app would be just to have fun. Some of the ways I would make it more interactive and fun would be to incorporate a feature that requires you to shake the phone in order to see the next gif/question.

# Similar Apps

There are a lot of apps that are just app versions of board games. Mine would be a little unique since it would revolve around gifs which didn’t become popular until recently. One app that does come to mind is Ellen DeGeneres’ Head’s Up app. Part of the game requires the user to flip the phone in order to get a new question to guess. This would be similar to my app in that you would have to shake the phone in order to get a new gif.

# Content

Most of my content will just be GIFs. I will get most of these just from searching free GIFs on google. Or I will use a GIF maker and make some of my own GIFs from some of my favorite actors.