Grad Project Creative Brief
-Wei Miao

App Name: Schoolyard Defence

App's inspiration, goal and audience

I want to develop a game for kids who just begin to learn words spelling and arithmetic.The game has 2 kinds of test to help kids in their study.

- Fill the words according to the given picture.
- Give the result of the given arithmetic equation.

The game will start with a defence tower and a monster on the top, when kids give a wrong answer, the monster will move 1 step forward towards the tower; when kids give a right answer, the tower will shoot the monster with cannon, then the monster will move backwards for 1 step. The shooting range of the cannon is 5 steps.

The reason I develop this game is I want to learn and practice iOS animation. So I would add some animations and audio effects in this game to make it interesting.

Above is the original proposal, if I have extra time before this assignment due, I would add level control to the game, then the game will be harder and harder after when players level up.

I also want to add Firebase database to enable the game contents updating.