SONGLE: DESIGN DOCUMENT

INTRODUCTION

Songle is an Androi-based game that utilizes Google Maps API and Location Services for its primary gameplay. It introduces to the player a physical and intellectual challenge. The game's main goal is to guess the name of a song given the lyrics the player has collected, however, to obtain these lyrics a player must roam around given coordinates to find them. The game is suitable for people of all ages looking for unique outdoor game experience.

GENERAL FUNCTIONALITY

The game has two general modules. The first one is from opening the application to choosing a level and the second one is playing the level chosen by the player. The application requires constant internet access independent of its type. In order to show the functionality, all images presented in this section are in general format with no "artful" design.

BEFORE STARTING A LEVEL

The first screen the consumer is showed is the Main Menu screen that would present him/her will the options to start a new game from the beginning, resume a previous session (if there is one present), open the settings or exit the application. The resume button will not be visible until a game session has started.

Image 1: No previous session available.   Image 2: Previous session exists.

After starting or resuming a game session the player will be presented with the option to choose from five categories with different difficulty. The songs placed in each category are generated randomly from all songs giving a player unique experience from others. Each one of the categories is handled by a separate placemarks map for each of the included songs. Also, a separate hint is available for each category. All the information about a category is displayed in the middle of the screen.
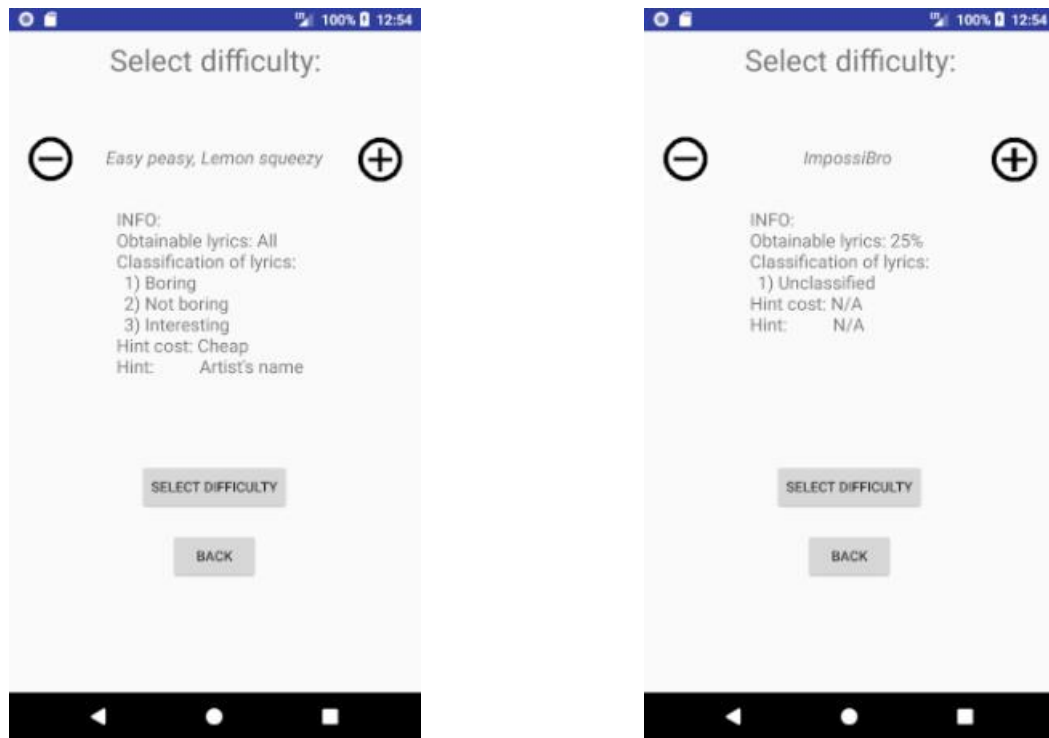
Image 3: Two different difficulties selected.

The next step is to choose one of the songs presented in the category. At the start no songs are identified, thus they are shown with "song" and their respective number. Successful identification (guess) of the song will reveal the song name on the "choose level" screen and a button to play the song in youtube.com will be displayed.

WHILE PLAYING THE CHOSEN LEVEL

Posterior to choosing the level an activity is displayed introducing the possibility to search for lyrics, guess the song, purchase a hint or slide-up the bottom bar to reveal the obtained words and their position in the lyrics (Image 4). Only the chosen song's lyrics and placemarks are downloaded. When the player pushes "hunt for lyrics" button the maps API is opened with all available placemarks. The placemarks do not give info about the word found only its classification if given (Image 5). Being close to a placemark will make it available to capture. When a word is captured a message is displayed with the word found and then added to the full set of found words.
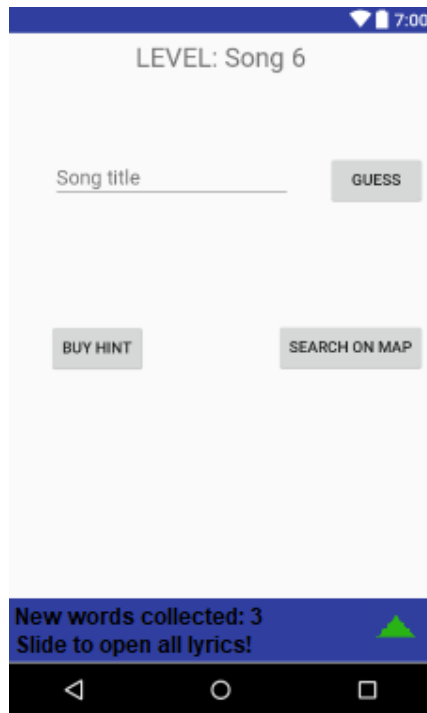
Image 4: In level Song 6
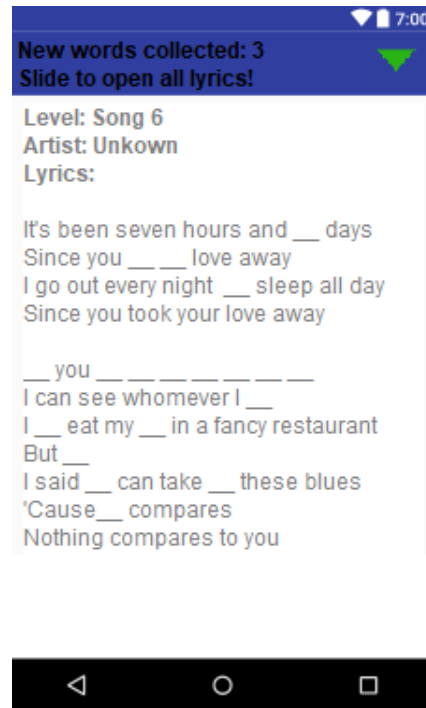
Image 5: In look at lyrics

The player can always try to guess the song. If the guess is incorrect a message with the possible faults of the guess is displayed and there are no consequences. If a player finds the level too difficult he can go back and choose another level, however, all progress of the current level is lost. Upon successfully guessing a song, a player is awarded a "hint point". Collecting enough would enable the player to buy a hint Depending on the selected difficulty categories the hints and their costs are different:

- Very easy "Hints are friends" requires 1 hint point and the hint gives the name of the song.
- Easy "Easy peasy, Lemon squeezy" requires 3 hint points and gives the artist of the song.
- Normal "Meh Normal" requires 3 hint points and gives a whole line of lyrics.
- Hard "Harder than rock" requires 6 hint points and gives the artist of the song.
- Very Hard "ImpossiBro" does not allow the player to buy hints.

The general theme of the game is in bright blue color where the buttons are in darker blue hue suitable for use throughout the day. The non-identified songs are displayed in light green color, while identified ones are in darker green. For night time use a player can switch on the "Dark Theme" from the "Options" menu. The user interface is supplied with tips that the player can remove from the same menu as well as to toggle on/off the vibration that is sent after guessing a song or collecting a word.
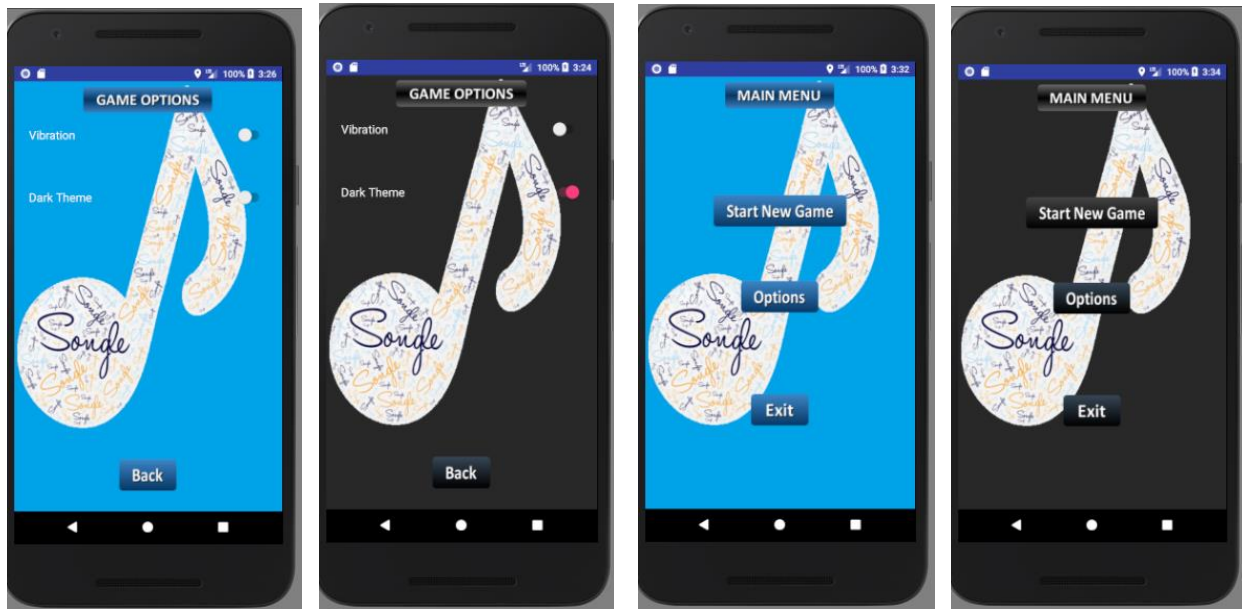
Two different sets of maps for each theme: