Island Dogs App Design Document

INDEX

Milestones:
1. Working "A" and Story all with English Narration

Start

Type in your name/ "Personalization"

Home
Settings: Music
Settings: Languages

Settings: About
Display the about page. There are no links on this page. The only button this page is "back".

Settings: Credits
Display the credits for everyone involved. The only button on this page is "back".

Background Music
The files to be used for background music on each screen can be found in the screen flow diagram.

Sound FX
Right.wav and wrong.wav - for the personalization screen and the letters activity. When dog is placed incorrectly in personalization screen or bone is dragged to an edge in letters activity, wrong.wav place. Vice versa for right.wav

Instruction_music.wav – plays on all instruction screens (river, whale, letters, story, numbers)

Donations
Donations page displays a message asking for users to donate their time. We are not asking users to donate money. The only button on this page is "back".

Story Time Slide Show
Overview

This is a narrated story. There is ongoing background music for the entire story played at low volume as the story is narrated (See "story background music.m4a"). The user controls the pace of the story by swiping to go to the next page of the story. The story is narrated in the language that the user has selected from the languages settings on the home screen.

Example of slide
The background music begins immediately. The story begins to be narrated 1 seconds after the slide is loaded. The narration matches the text on the screen and stops where the text stops.

Going to the next slide
When the user swipes to the next slide the narration stops if it has not ended. The background music continues on it's loop. When the swipe is completed the next slide begins narration after a 1 second delay.

Leaving the story and coming back
If the user presses "back" and leaves the story, when they return they will resume the story from the current slide. The narration audio will start from the beginning point for the current slide.

Changing language
When the user changes the language before the story is over, the story does not restart. The story continues from the slide it was on but the language changes.

Numbers
Already done. Excellent.

Letters
Overview

This activity is for learning how to write letters. The user will drag a bone along a predetermined path, tracing the letter. As the user traces the letter, the letter will change color. Once a part of the letter has been completed a new bone will show up for the next part of the letter. The user must finish a part of the letter without lifting his or her finger. If he or she lifts her finger before completing a part of the letter he or she will restart the letter.
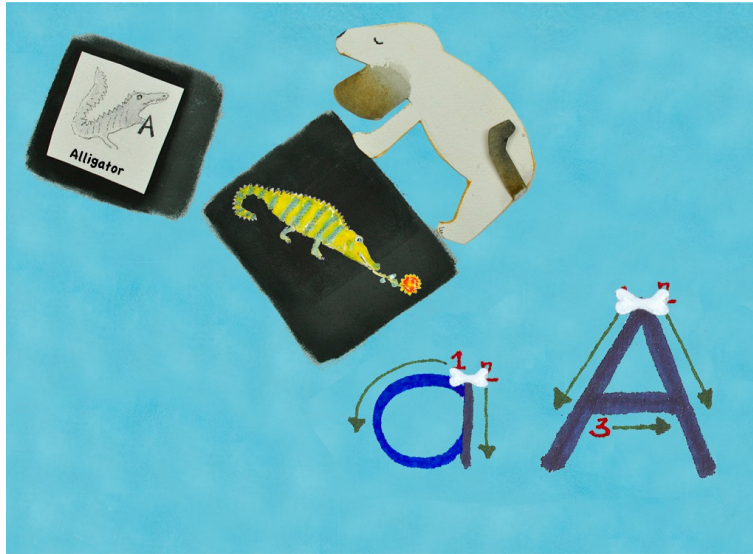

Starting Position

Midway through tracing a letter.
[If the user lifts finger at this time they begin again from start]

User finished part 1 of a letter. New bone fades in for second part of letter.

When user fully completes a letter the sound of a speaker saying the letter will play in the proper language. Example: once the user completes the downstroke on the lower-case "A" the audio for "A.mp3" will play. When the user completes the right-stroke for the upper "A," "A.mp3" will play again.

When the user wants to go back to a letter that they have previously done, it the screen should automatically be reset for them. When the user presses a restart button all the screens will be reset and they will return to the letter A.

There is no j,k,x, and y for italian because these letters are not actually spoken in italian (http://www.lidolanguages.com/learn-italian/u01/l1-italian-alphabet.html) as such, when the italian language is chosen the game will not display these letters.

For mandarin there are no letters, only root words. So we'll not have the alphabet available at all for this language.
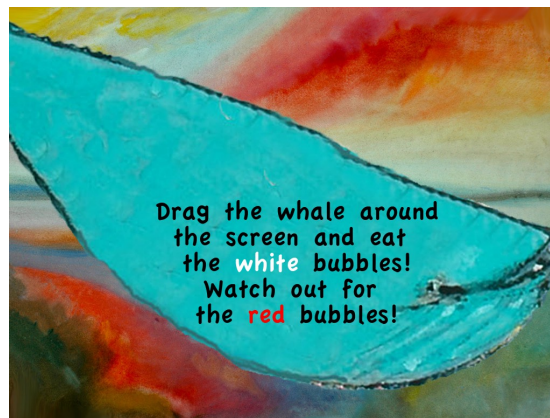
Games: Whale

Overview
The game is very similar to fishy with a few differences. The character the player controls is a whale. The whale is controlled by the user by tapping on the whale and dragging it around on the screen. The whale is

small in the beginning and grows as he eats bubbles. The "enemy" in this game is red bubbles, if the user drags the whale over a red bubble the whale gets smaller. The goal is to get the whale to grow to the size of the screen, at that time the user wins. The body of the whale can be dragged passed the edges of the screen (meaning the head or tail can go off screen.)

1. Start Screen with instructions: This is the first thing the user sees after tapping on "Whale Game" from the game selection screen. When the user taps anywhere on the screen the whale will shrink to it's starting size and the game begins.

2. Scoring: When the user eats 5 white bubbles he goes up a level until he reaches the maximum size and wins. When a user eats 5 red bubbles in total for the game he loses.

Whale @ Starting Size

3. Bubbles: Red and white bubbles will float up from the bottom of the screen and the user will navigate the whale around the red bubbles to get the red ones. As the whale gets bigger red bubbles will be harder to avoid so there will be less of them overtime, eventually none at all.

End of Game Screen

5. Losing: Once the whale eats 5 red bubbles the player loses. Display the amount of red bubbles eaten as in the example below.

Games: River

Overview

In this activity the player's goal is to guide the dog through the river without touching the edges of the river. The river runs infinitely, if the player gets to the end of the river they restart from the beginning. The river starts off as yellow then changes to blue. If the dog touches the side of the river, his position restarts from the beginning. There will be small balls in the river, if the dog touches one of them the score will go up.

Controls

The user will tilt the iPad up to raise the dog's vertical position in the river and tilt the iPad down to lower the dog's vertical position.

Speed

The speed of the dog will increase to make the game difficult as the dog goes further down the river.

Scoring

The further the dog goes down the river, the higher the user's score will be. The game will record the highest score and show it on the top left of the screen along with the current score. [NOTE: instead of **meters**, measure score in **points**]
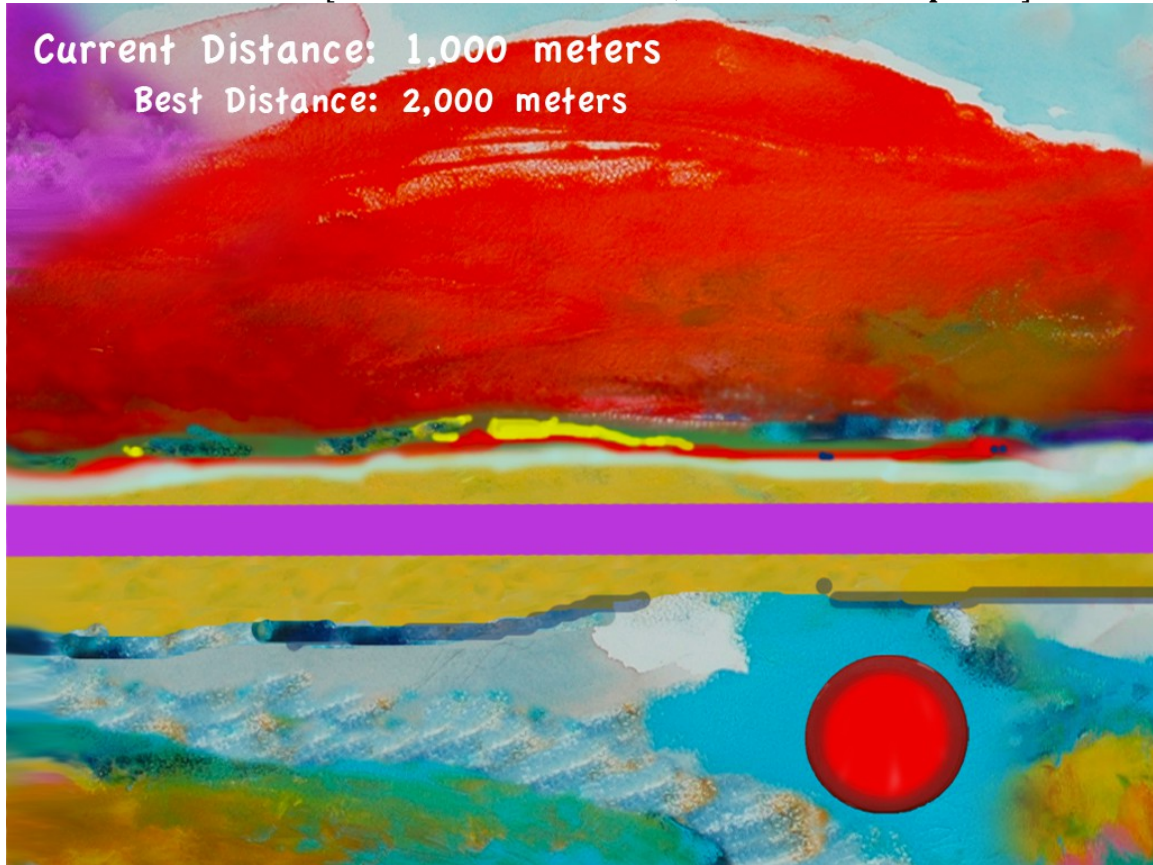
Collecting Balls
In the river have spinning balls at the points where the river gets wider, player gets extra points for collecting balls. Balls should spin like the bubbles in whale game
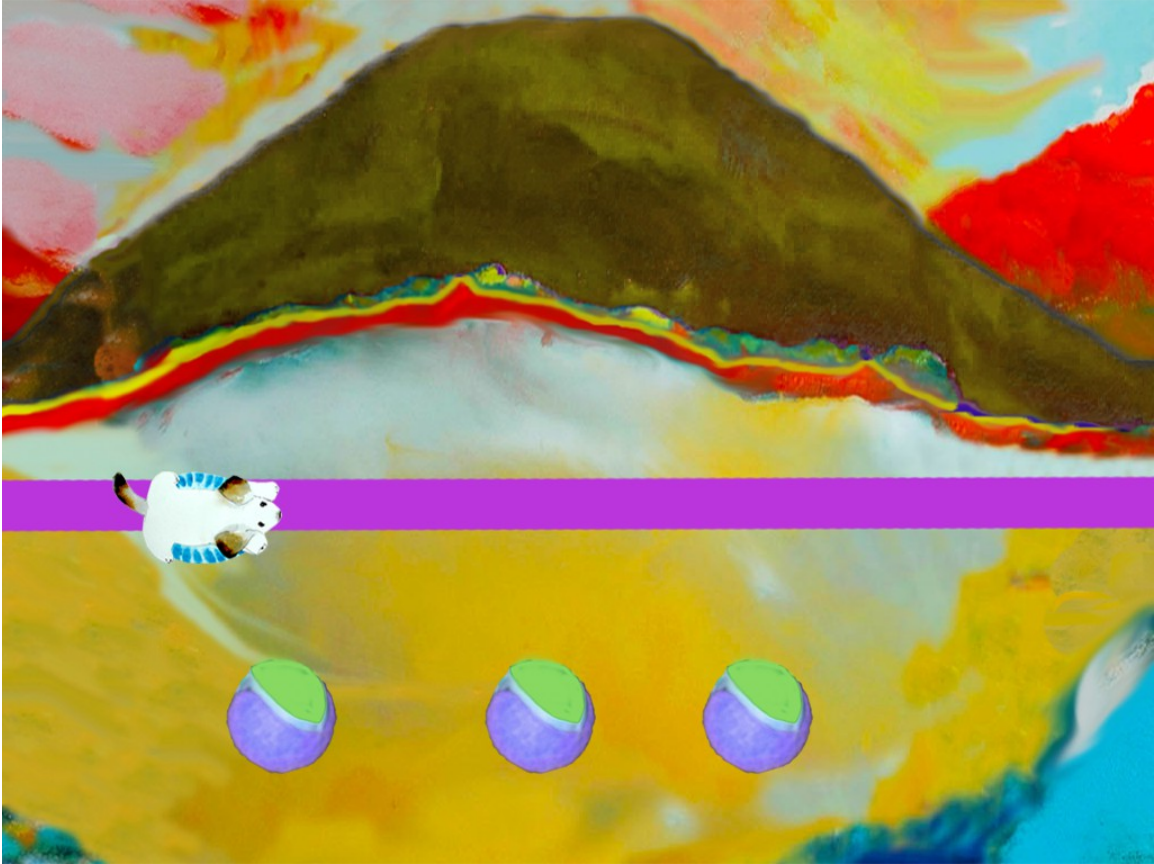
Games: Scramble

Overview: -Player must put letters into alphabetical order. Letters get mixed up and player can place letters into correct order. Player must put all letters into alphabetical order on the side. When player hits the scramble button the letters in the middle are randomly rearranged, player must place the letters on the side as fast as they can.

Placing a letter: When a letter is dragged from the center to the matching letter on the edge of the screen play a collision effect a "bark.mp3"

Win: play "you_win.mp3" once the final letter has been placed.

Match the dogs in the middle
to the dogs on the sides as
FAST as you can!
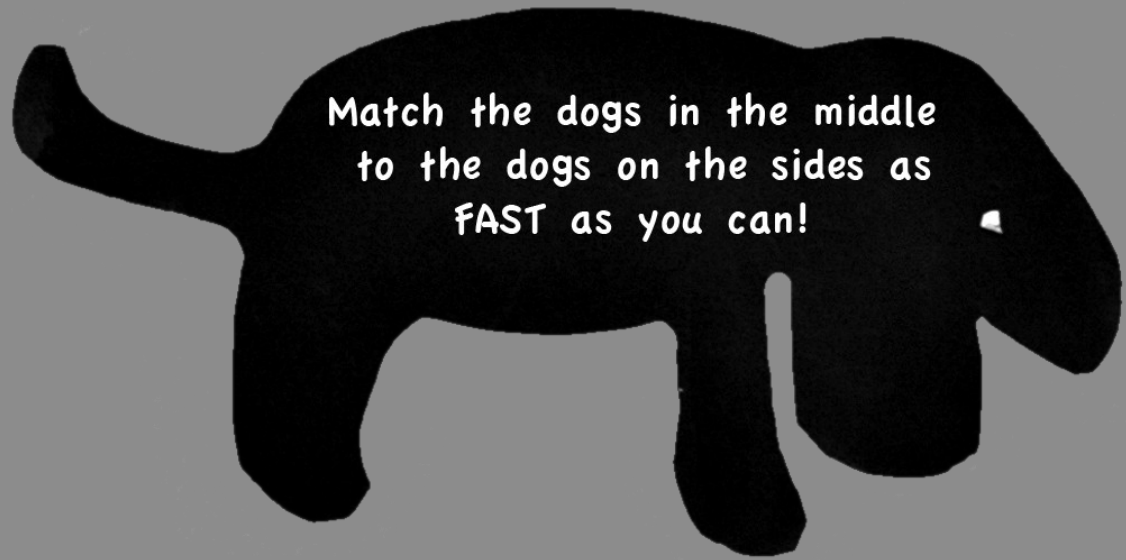
Time: 08 seconds

Best: 12 seconds

Pause

Scramble!

Pause

Scramble!

Think you can beat
your high score?

Play again!

Back

Restart