

Milk Panic. iPhone application

Customer

Corporation-developer of software.

Aim

The aim is developing application «Milk Panic» and its design. The application lets customer play as a milker, the application works on landscape mode.

The main task is to milk cows and prevent them from bursting. Every cow has 15 states of milk's filling. The milker milks by pressing cow with a finger. The speed of cow's filling grows in time. The game is over when there are more than three burst cows.

Solution

First of all there were used standard elements of creating graphic interface in developing of application. If it was not enough, we develop our own elements with necessary capabilities. Also we create design of the application.

Basic Functions and Effects

- Capability to continue previous game if it was interrupted.
- Saving the results in Scores.

Screenshots





Technologies

MaxOS 10.5.7. XCode, iPhone SDK, objective C

Product Title

Milk Panic

Project Capacity

3 man-weeks