

## Xplode. iPhone application

### Customer

Corporation-developer of software.

### Aim

The aim is developing application «Xplode» and its design. The application lets customer play on one of four complexity levels and save the results in High Scores according to the level. Also customer can save his results in Global Scores on the server.

The main task is to pass as many levels, as you can for certain period of time. Time is increase when blocks explode. Customer passes to the next level, if he exploded all blocks. Blocks explode, if they are selected in a group of stone blocks (neatly cubes) with different colors inside, but with only one color on the corners. After right selection of blocks, rude stone bricks become neatly cubes with the same color.

The number of blocks and their colors rise with every level.

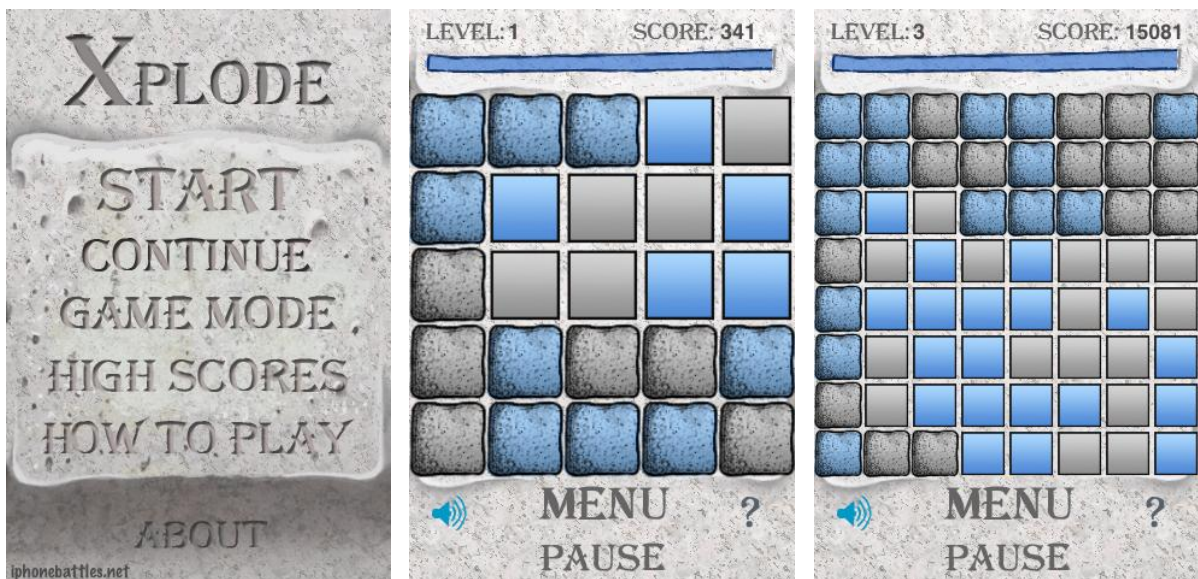
### Solution

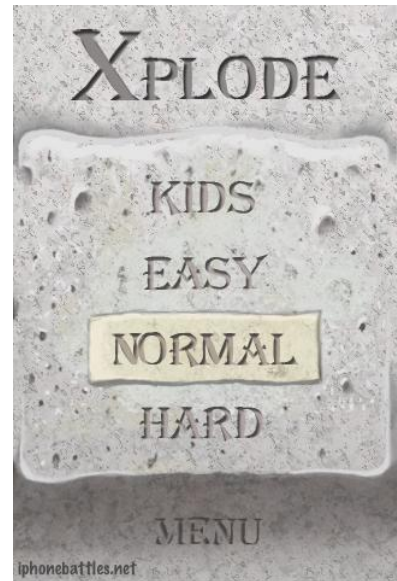
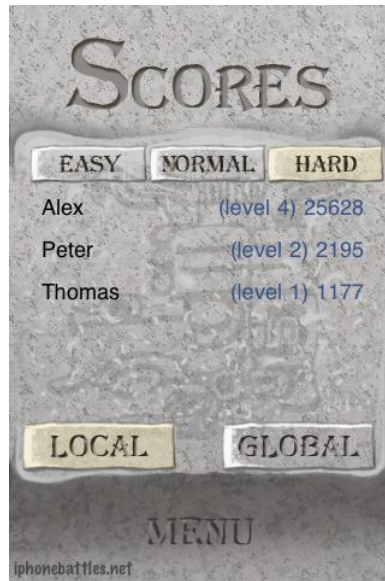
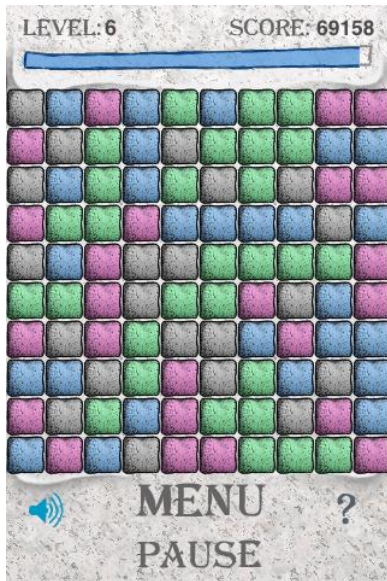
First of all there were used standard elements of creating graphic interface in developing of application. If it was not enough, we develop our own elements with necessary capabilities. Also we create design of the application.

### Basic Functions and Effects

- Selection of complexity level.
- Capability to continue previous game if it was interrupted.
- On/off music.
- Saving the results in High Scores.
- Viewing High Scores/Global Scores.

### Screenshots





### Technologies

MaxOS 10.5.7. XCode, iPhone SDK, objective C, OpenGL

### Product Title

Xplode

### Project Capacity

3 man-weeks