

iFind. iPhone application

Customer

Corporation-developer of software.

Business sphere: Multimedia.

Aim

The aim is developing of children's game «iFind». There must be realized three complexity levels and automatically passing to the next level, if customer find 10 elements one by one.

The main idea is: customer with the help of flashlight must find some object on the picture, its light moves on the screen by iPhone slope. If customer finds the object, which was shown him earlier, he must touch this object; if the object is right, customer passes to the next level. Pictures with objects are changed random after every finished level.

If customer touch wrong object, he is taken away half of life. If customer doesn't find the object for indicated time, he is taken away one life. The game is over, when customer lost all his lifes.

Solution

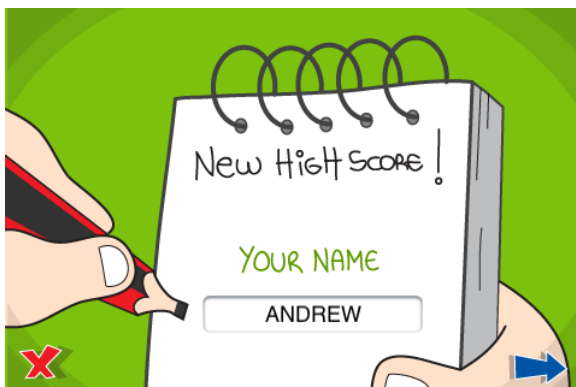
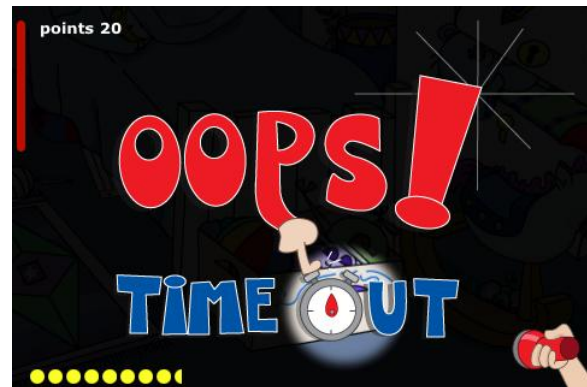
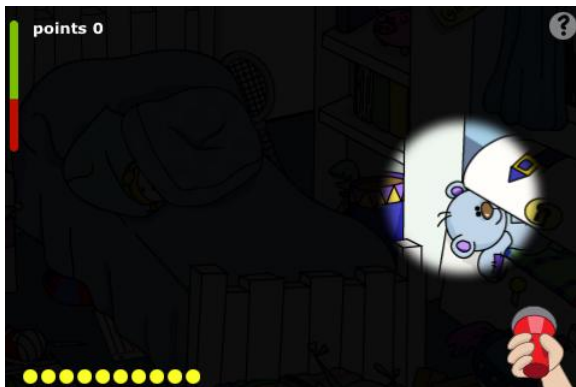
For developing of application there were used graphic elements, which were given by customer, and standard elements of creating graphic interface. If it was not enough, we create our own elements with necessary capabilities.

There was developed «BISAccelerometerReader» for capability of working with built-in accelerometer. It hides all operations about acceleration readings and shows readings, usable for command game's object, upon exiting of its handlers. It was developed because iPhone sideways motion must be marked off from its start location in start-up the application and transmits to natural co-ordinates. For example, right sideways motion in a lying and standing positions must be processed equally.

Basic Functions and Effects

- Selection of complexity level
- Saving the results in High Scores.
- Viewing High Scores.

Screenshots



Technologies

MaxOS 10.5.7. XCode, iPhone SDK, objective C

Product Title

iFind

Project Capacity

1 man-week