

## iKnock. iPhone application

### Customer

Corporation-developer of graphic design.

Business sphere: Multimedia.

### Aim

The aim is developing of children's game in different modifications, which differ in design and some functionality.

The main idea is: when child is knocking the door, he is shown animation, which consists of several separate parts; these parts are generated random. If customer shakes iPhone, door and background behind it must change.

### Solution

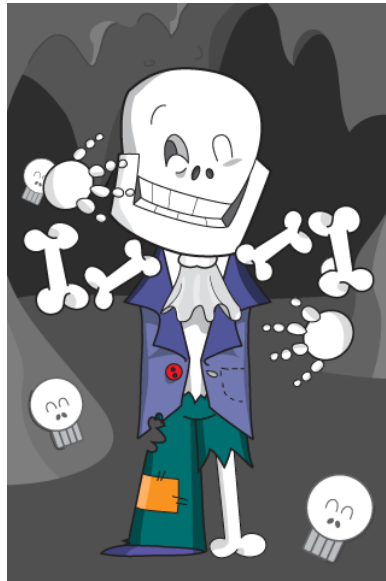
For developing of application there were used graphic elements, which were given by customer, and standard elements of creating graphic interface. If it was not enough, we create our own elements with necessary capabilities.

### Basic Functions and Effects

- Random creation of animation.
- Playing sound while showing the animation.
- Random changing of doors and background behind it.

### Screenshots





### Technologies

MaxOS 10.5.7. XCode, iPhone SDK, objective C

### Product Title

iKnock

### Project Capacity

2 man-weeks