

# Hidden Object game

**Project:**

Hidden Object Game

**Industry:**

Games

**Technologies / Platform:**

- iPhone
- XCode
- Objective C
- SQLite
- Mantis Bug Tracker
- BaseCamp

**Business Benefits:****Customer / Consumer**

- Easy to use & navigate
- Different scenes to choose from
- iPhone features like flicking, shaking are used

**Client**

Under NDA..

**Business Needs**

- To make a game that is casual and appeals to a wide range of players from children to adults.
- The basic aim of the game is to link all the screens with each other with help of a storyline or theme where the users can find the mentioned Hidden Objects present in the scene.

**RapidSoft's Role**

- To create an iPhone game that will involve iPhone specific features
- Features will be categorized into a generic engine and specific configuration settings, the engine will be customized with input content to build multiple games.
- The important part of the game will be the engine that will process the content

**Solution Overview**

- Application is divided into two parts the engine and the content.
- The engine is the important part which will do the parsing and apply content from templates at runtime which will determine the game flow and presentation.
- The content (scene graphics, object location, storyline, music, sound effects, animation clips) will be created separately and applied wherever needed. This will help ensure a proper separation of engine logic and specific presentation.
- To add a new game the template files are filled, content is loaded in iPhone project & the engine in given the run command. Depending on the template & content files a different game starts.

**Highlights:**

- Interconnected scenes with help of a theme or storyline
- Scenes may contains special treasure objects
- Hints option to know about the object's location
- Dynamic Content
- Utilization of iPhone specific features such as touch screen, flicking, shaking and more