# Mobile App on Word Puzzle

An iPhone / iPad  App

## *Executive Summary*

Because of a penchant for logical and puzzle related games , the client for this project wanted an iPhone/iPad game application to be developed. The expectation was that the app had to be educational, challenging  and at the same time should have a  fun element to it. The Game involved having to find words across a 10x10 grid of crossword puzzle using various clues. Clues are based on different topics of daily routine & general knowledge. Game provides users to opt for different levels of difficulty and have options to achieve high scores through a "time enability feature".

Client's search for the right development partner ended with Mindfire Solutions. After few quick discussions with the Mindfire's technical team, the client could judge the  capability of our unit and  gave us the project. Mindfire took no time in understanding the objectives of the client and started work immediately. The end result developed was a game application in iPhone/iPad that gives the users a chance to develop their logical skills. The client was very happy to have received a fully functional app in time and without much of involvement from their end with the programmers during the development phase.

## *About our Client*

**Client** I XYZ  | **Location** US

## *Business Situation*

The Client's intention was to develop a game application where users were challenged to put to test their logical and analytical skills .It was also a mechanism to develop the aforesaid skills by constantly playing the game. There is feature called "the time enability feature"which really challenges a user's mental adroitness.

The technical challenge was to develop a mobile application which can cover the maximum range of iPhone/iPad mobiles and in developing a custom view for users where they can easily swipe their finger across the 10x10 crossword puzzle to guess the answers .Client also demanded to not keep any database for game grid puzzle so that application can run faster.

## *Solution Details*
## **The Mindfire Solution**

Accepting the challenge of the complexity of work, Mindfire's developers started their effort on the game/application. Few group discussions among the developers resulted in a plan to build the application. The app included the following main pages which were developed as per the client's request:

- **Game menu page** (including options for starting ,ending game .. etc)

- **Game level page** (user can select different levels to play)

- **Main game page** (fully customized puzzle view with time enability feature).

- **High score page** (user can watch top ten high scorers corresponding to each game level)

Game puzzle showing 10x10 crossword grid was requested from webservices  ( as backend provider ) to reduce the database complexity.

## *Achievements*

The challenges overcome included having thousands of word search puzzles from webservice corresponding to different level s of the game and publishing the top 10 high scorers on the website .Also, the need to create a simple but flexible UI which is easy to handle by users, was met.

The Main puzzle game was designed by fully customizing view class which can check user answers in all possible ways .It was a tough task But, the capable iPhone/iPad development team at Mindfire Solutions brainstormed and overcame the situation to produce an application as desired by the customer
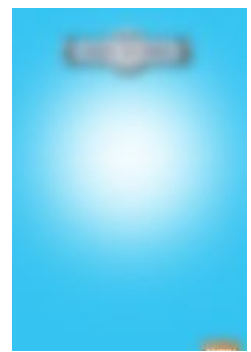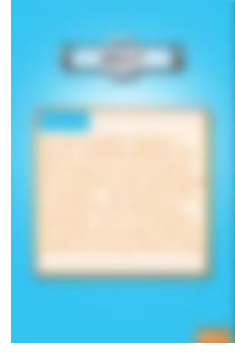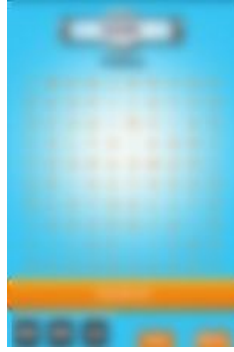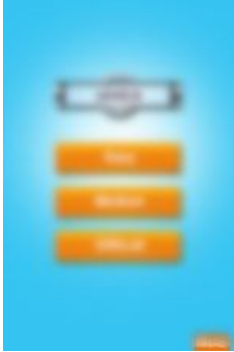
## *Technologies*

iOS SDK  4.2, xCode 3.2.5

*Final results*

## Software system



## Customer benefits

Customers can test and develop their logical as well as GK skills in a manner involving a lot of fun.

## Future relationship

The client was pleased with Mindfire's effort and having found out such a professional offshore IT unit.  He decided to go on with Mindfire Solutions for his future projects besides handing over future enhancements to this application.