

Amogia Arcade

Guide to Amogia Arcade version 1.0

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Preface

1. Amogia Arcade

Social media has taken the world by storm in recent years and is continuing to grow at an alarming pace with new on-the-go methods of access. With smart phone technology making things smaller and more powerful, it is not a surprise that a new motto for social networking applications is essentially: "Accessible Anywhere." The goal of the Amogia Arcade is to bring back the old style of gaming and to add a new mobile twist.

2. Give us Feedback!

We are always open to assistance from the BlackBerry Community. Please let us know about any problems you have found with our application or any features you would like to see in future versions. It's all about social networking so please don't be shy about networking with us!

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What is Amogia Arcade?



1.1. Overview

Amogia Arcade is a mini-game arcade web application built to run on a BlackBerry device. With the use of the NanukShare framework, Amogia Arcade is a mobile social networking application that accesses and shares data with users in the NanukShare network. Sharing is facilitated using existing contacts of the active user or finding those in close proximity to the device.

1.2. Features

Main Page:




1 The main page has an image carousel which displays the various games a user can play. You can click on the arrow buttons to scroll through the different games and click the picture to play the game.

In the menu below, there are four submenus: 'Play', 'Highscores', 'Trophies', and 'Invite'

2 'Play' is the submenu alternative for users to choose the different games to play.

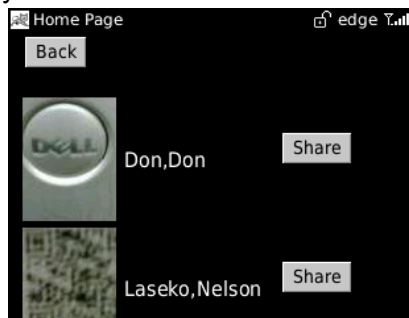
3 'Highscores' are links to the scoreboards ranked globally, amongst friends, and amongst users in proximity.

4 'Trophies' are links to the trophies earned ranked globally, amongst friends, and amongst users in proximity.

 'Invite' is a submenu that provides different ways for a user to invite users to Amogia Arcade.

Note that the links from the 'Highscores' and 'Trophies' submenu dynamically change when a user scrolls through the game choices.

Inviting new users. Your application should interface with Nanuk Share to invite new users to join your application or to share content with a Nanuk user that has not yet joined your application. Existing users of Amogia Arcade are able to send invitations to another Nanuk user to install it for themselves. Users can send invitations from the existing contacts list, or from users currently in proximity.



The user search feature allows users to search for other Nanuk users based on name and email.



Requirements and Installation

2.1. Requirements

Amogia Arcade requires the installation of the **NanukShare Client-Side Library** and the **NanukShare Control Panel** installed on the device. Both can be obtained here:

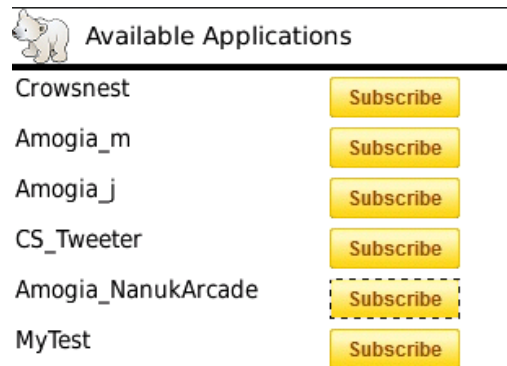
<http://nanuk.cs.toronto.edu>.

2.2. Installation

The two important bundles that have been provided are:

1. The client side application: WebAppLauncher.app

- The client side application can be downloaded from the Nanuk Control Panel under the name "Amogia_NanukArcade".



2. The server side application: Amogia_NanukArcade

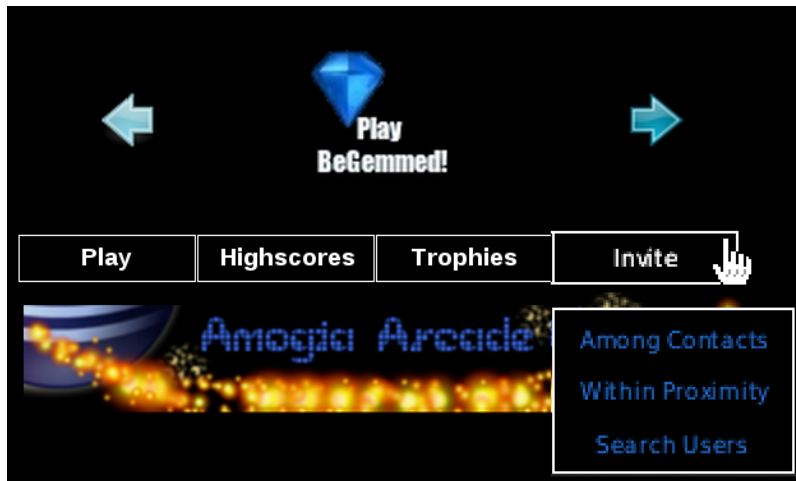
- The server side application should be deployed under tomcat/webapps.

2.3. Getting Started

Find your application after you have successfully installed it. By default it appears in your "Downloads" directory.



Once the browser opens, you will be presented with the main menu screen. Here, you will be able to choose from the currently available three games by either perusing the carousel, or finding it in the drop-down menu.



You are able to view the high scores and trophies for users in your contact list as well as those in close proximity. Similarly, you may browse the global scores for all games.

Finally, you are able to invite the same types of users as mentioned above to install and play Amogia Arcade. A third choice would be searching for a contact to invite.

2.4. System Maintenance

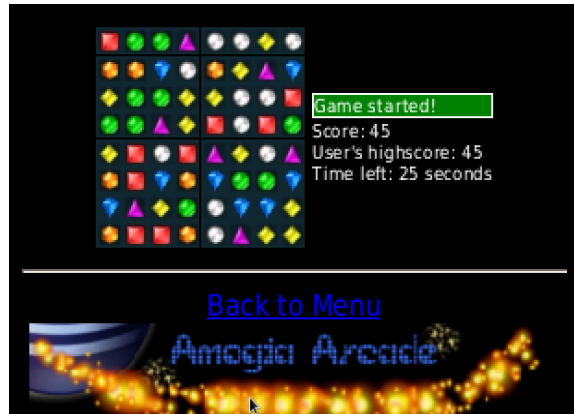
A Java thread is constantly running in the background and clears high scores for all games and resets them back to 0. This occurs once every 7 days or when the server is restarted. On the other hand, trophies will never get cleared.

Gameplay

3.1. Game Overviews

3.1.1. BeGemmed Game

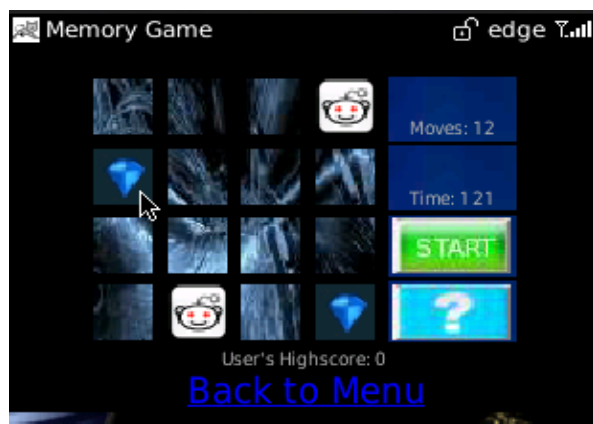
BeGemmed is one of those oh so lovable familiar games that never gets old. Every game is different and the faster you see the links, the higher your score will be. Swap adjacent gems to make consecutive vertical or horizontal lines of the same colour. When matched, the gems will disappear, leaving gravity to fill their places. Scoring is based on the most matches one can obtain in the 60 second time interval. The larger the consecutive match, the higher the value of each match.



Get bedazzled with BeGemmed!

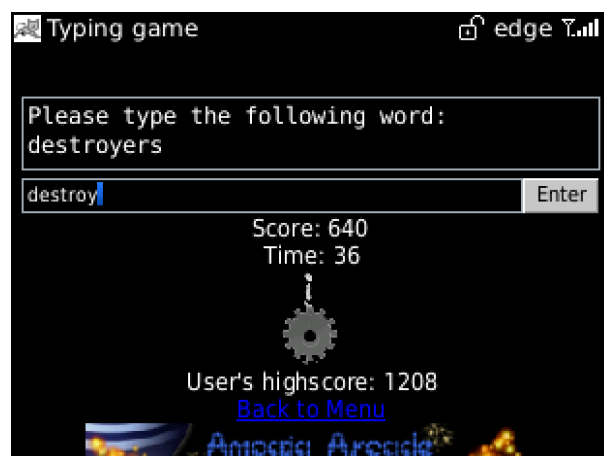
3.1.2. Memory Game

The Memory Game is a simple matching game. Select 2 cards at a time to flip over and try to obtain matching pairs. Once all pairs have been uncovered, the game ends and a score is calculated based on two things: 1. the number of moves and 2. the elapsed time. You need to find a balance in how you play the game in order to get the best score possible. You should not just become “clicker-happy” and flip randomly just to get a good time. Similarly, being in a zen-like trance, thinking for ages about every move, does not help you.



3.1.3. Typing Game

The Typing Game is a game of pure speed. It is simple, fun and very competitive. Once you begin, type as many of the presented words as you can in the 60 second time limit. But be warned because typos lose you points! Test your dexterity against your friends and see who is the top typist! Pay attention to the little



man on the gear. He walks you through everything. Every time you make a mistake, he stops.

3.2. Obtaining High Scores

When a new game is started, the current high score of the active user is recalled. Using this, the user may play a new game and attempt to improve his score. If a new high score is obtained, the score tables will be immediately updated after the end of the current game session.



| Rank | Username | Score |
|------|----------|-------|
| 1 | Nelson | 510 |
| 2 | 123 | 195 |
| 3 | misa | 0 |
| 4 | amogia | 0 |
| 5 | asdfhh | 0 |
| 6 | calvinw | 0 |
| 7 | mjsasa | 0 |
| 8 | steve | 0 |

3.3. Obtaining Trophies

When users submit their scores, they will get a confirmation page giving them the option to return to the game or to return to the menu. In this confirmation page, if the user reaches a certain score goal, they will receive a notification on this page that they have received a trophy. This will only occur the first time they reach this score goal. Hence, a user cannot earn the same trophy twice.

