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ColorGuess! V 1.0.1

November 10, 2013

Bug Fixes:

- A 4" screen bug was found where the menu button off of the Practice Screen was sending you back to the score and summary screen, which nine times out of ten was causing a crash. The bug has been fixed, and the Menu button now properly returns you to the Main Menu.

General and UI:

- The Visit Us button on the Main Menu screen has been changed to reflect our recent website change. (symbioticstudios.squarespace.com).

Mechanic Changes:

- A flaw in game logic caused infinity to be an achievable score, this score is represented by 0 in the High Score screen. Without major algorithm changes this cannot be fixed (trial and error programming!) As a quick fix, we have decided to change the precision of the decimal values to doubles (8 or 9 decimal places), from floats (4 or 5 decimal places). As I said, it is important to recognize that this is only a small patch until we are able to revisit our scoring algorithms. However, with doubling the precision, we are making it more unlikely to become equal.

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ColorGuess! V 1.0

June 24, 2013

New Features:

- A new screen has been added. This screen's purpose is to help players get better and improve at their color guessing skills. Upon finishing the round and entering the Score and Summary Screen, players are able to click on their grades to send them to this new feature.
    - Players are give the actual color and user color side by side with no gap in between the colors.
    - ~~Players are given two sets of sliders.~~
        - ~~One set of sliders is frozen, players cannot move these sliders as they are a representation of the correct location and value.~~
        - ~~The other set of sliders players can move back and forth to see the change in the color as they get closer and closer to the correct value.~~
    - Labels are given to show the value of the movable slider.
    - Labels are now given to show the value of the actual color as well. You will try to match the numbers to see what the difference is.
- High scores have been added! The game not correctly tracks high scores locally. You are informed when you put a new score on the high score list. You are also able to reset your high score list, this causes a warning to be displayed making sure you really want to reset the scores.

General and UI:

- The Score and Summary Screen has been updated with arrows to indicate that clicking will send players to another screen.
- The necessary UI elements mentioned above have been added to the new Review Screen.

- A small graphical error has been fixed on 3.5 inch screens where there was a small gap between the user color and the background.

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ColorGuess Beta V 0.2.1

May 25, 2013

Scoring:

- The time wall has been changed from 30 seconds to 60 seconds. This change is a stepping stone towards possibly removing this time wall all together. We will anxiously await our beta feedback before making this change pwrmanent.

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ColorGuess Beta V 0.2

May 21, 2013

General and UI:

- Two new screens have been added to the game.
    - Game Mode Screen
        - A screen where players will pick the mode of the game they wish to play, currently only the standard mode is available.
    - How To Play Screen
        - A screen that gives a brief overview on how to play the standard mode.
- All screens have seen major graphical updates.
- **Start Menu:**
    - 'HighScores' Button has been added.
        - Currently the button triggers an alert notification that alerts players that high scores are currently unavailable and will be added in a future patch.
    - 'Visit Us' Button has been added.
        - This will send players to our Blog at the moment, once our website is live, it will direct players there instead.
- **Game Modes Screen:**
    - 'Standard' Mode has been added.
    - Two 'Coming Soon' buttons have been added as placeholders for future modes.
    - The 'Back' button returns players to the Start Menu.
- **How To Play (Standard) Screen:**
    - "How To Play: Step right up! Test your skill! Moving a slider starts the timer, move all the sliders to match the color as best you can! When you are happy with your guess, tap the color you have made to see just how well you have done!"
    - The 'Back' button returns players to the mode selection menu.
    - The 'Play' button starts a game and sends players to the Game Screen.
- **Game Screen:**
    - An incrementing timer has been added to the display for players to see how long it is taking them to complete the color.
- **Score and Summary Screen**
    - 'Menu' Button added:
        - Returns players to the Start Screen

    - ‘Scores’ Button added:
        - Currently the button triggers an alert notification that alerts players that high scores are currently unavailable and will be added in a future patch.
    - The final score you are given is now formatted with commas. For instance: 87412546, now reads 87,412,546.

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ColorGuess Beta V 0.11

April 25, 2013

General and UI:

- **Game Screen:**
    - Sliders:
        - Width change to provide for better accuracy.
        - The red slider has been give a red thumb tack.
        - The green slider has been given a green thumb tack.
        - The blue slider has been given a blue thumb tack.
- **Summary/Score Screen:**
    - Time to Complete Label: is now working as intended. Given the time it took you to complete your given color.
    - The Multiplier Label has been changed to the Grade Label.
    - The labels underneath the grade label are now displaying the grade achieved for each color.

Scoring:

- A check has been added to make sure that you start the game before a score is given. In order to start the game, you must move a slider. If you do not do this, the timer does not start, and you are given a score of 0.
- Halving the score after 30 seconds appears to be working as intended.
- A grading system is now implemented to give players an idea of how well they did on each color. The grading system is based off of the color multiplier, which is the inverse of the absolute value of the difference between the user color and the computer color.
    - The grades are S, A, B, C, D and F.
        - S is obtained by getting a multiplier greater than 300.
        - A is obtained by getting a multiplier between 100 and 300.
        - B is obtained by getting a multiplier between 20 and 100.
        - C is obtained by getting a multiplier between 10 and 20.
        - D is obtained by getting a multiplier between 5 and 10.
        - F is obtained by getting a multiplier less than 5.
- The exponent on the time penalty has been increased to 1.5, up from 1.001.

Gameplay:

- Since infinity is currently an achievable score, and we are debating leaving it as such. A check has been added to make sure that the random color value is never 0 or 255. If it were one of

those, it would be unintendedly easy to achieve a score of infinity by accident.

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ColorGuess Beta V 0.1

April 24, 2013

General and UI:

- Welcome to the ColorGuess Beta! The object of this game is to get your user created color as close as possible to a randomly generated computer color in as short an amount of time as possible.
- Everything is sort of dull and boring right now, changes to the UI to come soon.
- **Start Screen:**
  - Start Game Button: starts the game.
- **Game Screen:**
  - Upper Left Label: shows the score you earned for the round. To be discontinued.
  - Upper Right Label: shows the amount of time passed since the game started. Not functional.
  - First Color View: the view that displays the computer generated color.
  - Second Color View: the view that displays the user generated color, the starting color is black.
  - Top Slider: the slider for the red values. Moving this starts the timer and the game.
  - Middle Slider: the slider for the green values. Moving this starts the timer and the game.
  - Bottom Slider: the slider for the blue values. Moving this starts the timer and the game.
  - New Game Button: resets the computer color, timer and score. To be discontinued.
- **Summary/Score Screen:**
  - Top Center Label: displays the final score of the game.
  - Next Down Center Label: displays the time it took to complete the game. Not functional.
  - Left Label, Red Background: displays the computer generated red value.
  - Center Label, Red Background: displays the user guessed red value.
  - Right Label, Red Background: Does not display any values as of now.
  - Left Label, Green Background: displays the computer generated green value.
  - Center Label, Green Background: displays the user guessed green value.
  - Right Label, Green Background: Does not display any values as of now.
  - Left Label, Blue Background: displays the computer generated blue value.
  - Center Label, Blue Background: displays the user guessed blue value.
  - Right Label, Blue Background: Does not display any values as of now.

Scoring:

- Your score is calculated by the following formulas:

$$\text{Final Score} = \text{Score}_R + \text{Score}_G + \text{Score}_B$$

Where: Score = (Max Score - Time Elapsed (Points Per Second)$^{1.001}$) (|Actual - Guessed|)$^{-1}$

Where: Max Score = 3440
Points Per Second = 56
Actual = The computer generated color value (between 0 and 1)
Guessed = The user generated color value (between 0 and 1)

Gameplay:

- Move the sliders from left to right to, respectively, increase or decrease the values.
- Click the color you generated to move to the summary and score screen.