Mobile Application For iPhone
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The Title: Beer Wheel

The Aim: Beer Wheel is a multiplayer game created for gatherings and parties. This app contains a wheel of fortune which basically changed in to some drinking rules, dares and shots. The types of this game are endurance, physical and competitive.

The Research (For Subject):

Drinking games are games which involve the consumption of alcoholic beverages. These games vary widely in scope and complexity, although the purpose of most is to become intoxicated as quickly as possible. Evidence of the existence of drinking games dates back to antiquity.

Ancient Greece:
According to Dr Rupert Thompson, the Orator of The University of Cambridge, the earliest reference to drinking games in Western literature is from Plato's Symposium The Drinking Party. The game was simple: fill a bowl with wine, drink it and pass it on to the next person. Kottabos is one of the earliest known drinking games from ancient Greece, dated to the 5th to 4th centuries BC. Players would use dregs to hit targets across the room with their wine. Often, there were special prizes and penalties for one's performance in the game.

Ancient China:
Drinking games were enjoyed in ancient China, usually incorporating the use of dice or verbal exchange of riddles. During the Tang Dynasty (618-907), the Chinese used a silver canister where written lots could be drawn that designated which player had to drink and specifically how much; for example, from 1, 5, 7, or 10 measures of drink that the youngest player, or the last player to join the game, or the most talkative player, or the host, or the player with the greatest alcohol tolerance, etc. had to drink There were even drinking game referee officials, including a 'registrar of the rules' who knew all the rules to the game, a 'registrar of the horn' who tossed a silver flag down on calling out second offenses, and a 'governor' who decided one's third call of offense. These referees were used mainly for maintaining order (as drinking games often became rowdy) and for reviewing faults that could be punished with a player drinking a penalty cup. If a guest was considered a 'coward' for dropping out of the game, he could be branded as a 'deserter' and not invited back to further drinking bouts. There was another game where little puppets and dolls dressed as western foreigners with blue eyes (Iranian peoples) were set up and when one fell over, the person it pointed to had to empty his cup of wine.

Type Of Games:
- Endurance
- Speed
- Competitive Skill Games
- Thinking
- Physical
- Card and Dice
- Film
- Music
- Sport Events

The Tool:

I will be using Adobe Fireworks to design the interface and Xcode for developing.

Xcode is a suite of tools, developed by Apple, for developing software for Mac OS X and iOS. Xcode 4.1, the latest major version.

Tutorials:

http://www.youtube.com/watch?v=LtJl799MFA0
http://adeem.me/blog/
http://maniacdev.com/xcode-4-tutorial-and-guide/