

The overview of our project idea will be about creating a mobile application in the form of a simplistic game. Our aim is to create an easy mobile game that users can utilize during any spare or free time to help entertain the gaps in their day which may be usually boring or monotonous. The user will take control of a criminal that must fulfill a daily quota of houses robbed so that the user can move on to the next levels. A criminal named Robbie must in the beginning level rob houses while evading security cameras and the alarm system.

This will be an interesting and unique project as it is a different take that separates itself from other games as the objective comprises itself of having to commit robbery which is considered an immoral act however statistics have shown that games that involve breaking the law, are more inclined to receive more sales. This is made evident by the Grand Theft Auto series being one of the most successful and well-known series' which is a game that involves breaking laws and committing devious acts to progress with the game. Games that require players to involve themselves in criminal activity have shown to be highly successful either due to the thrill that players receive when engaging in these activities or the fact that they cannot commit these crimes in real life and are curious to see the benefits and occurrences that are a part of being a criminal.

The user will have to evade certain and differing obstacles during their intrusion into the homes of strangers. This game will consist of 20 levels and every 5 levels the scenery, location and obstacles will change so that the game maintains a fresh feeling and avoid being repetitive. Each level will continually increase in difficulty either by increasing the number of obstacles present or the quota of houses being robbed will also increase. Robbing a singular house will usually at most take around 20 seconds as one house will consist of, in the beginning levels at least, one house will contain a singular security camera and an alarm system that is triggered by the user inputting in the pin incorrectly. Robbie will have to bypass a safe type system in which he will have to listen for the clicking sounds to become more and more audible until eventually he hears a prudent noise that signifies one part of the pin has been found, this sound should occur three more times until the screen is greeted to a phrase that says 'ACCESS GRANTED', the door will then open and Robbie will move on to the next house down the road and repeat the same process. This game will be very fast paced and will resemble an old school side-scroller type game in which the player must complete their current objective before moving on to the next house. The first 5 levels will be in a suburban neighborhood where Robbie will only have to deal with security cameras and the pin to enter the house. These levels should be cleared relatively easily and will lead to a slightly more difficult second part which will be levels 5-10. The location of these levels will be an abandoned secret facility. Robbie will now have to trespass not only security cameras but also lasers that when reached by Robbie will alarm the facility and inform the guards which will cause Robbie to begin from the first floor of the secret facility. Robbie must instead of completing a daily quota of 5 robberies, now complete 10 robberies which corresponds to clearing the 10 floors of the secret facility. Levels 10-15 will involve Robbie now breaking into Fort Knox, a tightly guarded military base of operation in the U.S, and will now while dealing with security cameras and motion sensor lasers, the dangers of watch dogs and guards now on the lookout. Robbie must sneak through and crack through the doors of each room at Fort Knox (there are 10 in total), These levels will be significantly harder than previous ones and

will require the user to think in a more complex manner than they have been doing. The last 15-20 levels of the game will be an invasion into Area 51. These last levels will involve all previous obstacles mentioned however this time there will be aliens in UFOs looking for any intruders. Robbie will have to clear each floor of Area of 51 while evading each hurdle and continually cracking the pins to doors so that he can reach the end and steal the final treasure which is a baby alien egg to be sold on the black market for billions of dollars. The game will end after that treasure has been found and Robbie will than live his life out rich and happy forever.

For a game as simple as this, simple game creation software such as Game Salad, Game Maker: Studio or Flow Lab can be utilized. Stencyl is also feasible even though code is not required to make games with this software. As these kind of software are easily accessible online some free but the high quality ones require payment, it is will be very easily acquirable to attain the hardware needed to create this game as well as finding the knowledge to create the game as tutorial videos online are sufficient in learning how a particular software works.

If this project proves to be successful and is completed correctly, than when released to the public through external application markets, the amount of users playing, reviewing and recommending the game should steadily rise and will result in a fun, time absorber type of application that will fulfill its initial goal of providing momentary enjoyment throughout the day to users. The impact of this game achieving its goal will result in more and more discussion about this game and will result in continued development of the game so that any issues regarding further updates as well as gameplay errors are addressed properly. This project will also be successful in helping our team members grow as developers if we choose to go that route and use our experiences with this project to further our knowledge and expertise in mobile game/app development.

## REFERENCES

<https://techbeacon.com/app-dev-testing/4-fundamentals-mobile-game-design>