

# IT2010 – Mobile Application Development BSc (Hons) in Information Technology 2<sup>nd</sup> Year Faculty of Computing SLIIT

# 2023 – Lab Exam 01 Report

Student ID	IT22578396
Batch	10.1
Marks	
Code Quality and Organization (2	
Points)	
2. Functionality (4 Points)	
3. Creativity and User Interface	
Design (2 Points)	
4. Performance and Stability (2 Point)	
Total: 10 Marks	
Evaluator	

## **Description:**

The title of this game is "Bubble Mania"

In here the brown balls jump from the top of the screen. By clicking on the screen (left, right) the blue ball will move sidly. if the brown ball touches the screen, the player scores the points. if the brown ball touches the blue ball player will be lost. The game displays the current score and the highest score obtained.

### **Instructions:**

- In the first interface, the player has to enter the 'username'.
- Then the player has to click on the 'continue' button.
- The 'highest score' and the 'start' buttons will appear in the next interface.
- After clicking the 'start' button, the player can play the game.
- Once the player loses the game, the player returns to the score interface.
- The interface shows both the score achieved in the last playthrough and the current highest score.

## **Screenshots:**







