# Student names and numbers

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# Title of your project

SCaR\_Arcade

# Explanation of the purpose of your project, What it does, How it works, What real world problem it solves. (450 to 500 words)

What it does.

SCaR\_Arcade is a prototype for a game application manger designed for the Android OS,

It can supply multiple game applications to the user,

It can manage those applications.  
It can keep track of the user’s favorite applications

It can keep track of high scores of the user in those game applications.

It can compare those game applications high scores to those of other users.

How it works.

The main menu of SCaR\_Arcade is a list of games that are on the device. That can have the users favorited games towards the top of the list. The list, displays the games title and its logo. When a user selects the game, they want to play, it sends the users choice to the game menu.

The game menu is the hub for the game, it is where the user can access the game, the game’s leaderboard hub and the user can read the game’s description. The game’s logo is the background of the game menu.

The Leaderboard Hub is the place where the user can see the game’s top 20 local high scores for the game and see how well they are going with the game. They can also view the Online leaderboard to see how they are going compared to the top 100 high scores of users around the world.

What real world problem it solves.

# Instructions on how to run your project from a Windows PC.

# The approximate percentage contribution of each member, along with a statement to say that each team member has agreed to this percentage.

# A group cover sheet, signed by all members of the group and then scanned.