RAJALAKSHMI
ENGINEERING COLLEGE
An AUTONOMOUS Institution
Affiliated to ANNA UNIVERSITY, Chennai

CS19611 - MOBILE APPLICATION DEVELOPMENT PROJECT REPORT

TRUTHDARE: SPIN THE BOTTLE FUN GAME

Submitted by

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BONAFIDE CERTIFICATE

Certified that this project report titled **"TRUTHDARE: SPIN THE BOTTLE FUN GAME"** is the bonafide work of **Jaganaath P (220701095)**, who carried out the work under my supervision. Certified further that to the best of my knowledge, the work reported herein does not form part of any other thesis or dissertation based on which a degree or award was conferred earlier.

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JAGANAATH P (220701095)

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CHAPTER 1

ABSTRACT

TruthDare MAD is an interactive and engaging mobile application that recreates the timeless fun of the "Spin the Bottle" game for the digital era. Designed primarily for Android devices, the application delivers a lively gaming experience where users spin a virtual bottle and are prompted to choose between two options: "Truth" or "Dare." Players can respond to a wide selection of preloaded questions and challenges or enrich the game by adding their own customized truths and dares, ensuring a unique and personalized experience each time.

The application focuses on delivering a smooth, realistic bottle-spinning animation and a highly intuitive user interface following modern mobile UI/UX best practices. Emphasis has been placed on ease of navigation, responsive design, and dynamic content management to maximize user enjoyment. TruthDare MAD is lightweight, ensuring high performance even on devices with modest specifications.

From a technical standpoint, the project demonstrates essential mobile application development skills, such as event-driven programming, animation handling, user data management, and persistent storage through local databases (SQLite). Future expansion possibilities, including multiplayer support and enhanced gamification features, position TruthDare MAD as not just a casual party app but a scalable, customizable platform for entertainment.

CHAPTER 2

INTRODUCTION

2.1 GENERAL

TruthDare MAD is a fun mobile app aimed at recreating the traditional "Spin the Bottle" party game digitally. Using Android Studio and Java, the app allows players to spin a virtual bottle, land on a player, and choose either a Truth question or a Dare challenge.

2.2 OBJECTIVE

- To develop an interactive mobile app that simulates the "Spin the Bottle" experience.
- To provide the flexibility to add custom Truth and Dare entries.
- To enhance UI/UX with smooth animations and responsive design.

2.3 EXISTING SYSTEM

Existing Truth or Dare apps often lack customization or a fluid gaming experience. Many applications use static content without allowing user interaction like adding personalized questions.

CHAPTER 3

LITERATURE SURVEY

Several mobile applications exist focusing on Truth or Dare gameplay. Apps like "Truth or Dare - Party Game" and "Spin the Bottle" provide basic functionality. However, many lack:

- Dynamic addition of questions.
- Smooth and realistic bottle spinning animations.
- An easy-to-use and intuitive interface.

Research in mobile UI/UX design emphasizes the importance of simple interactions, fast animations, and customizable experiences to increase user engagement.

Many existing Truth or Dare apps only offer a limited, static set of questions without allowing users to add or edit them, which reduces replay value. Animation handling in popular apps is often abrupt, lacking smoothness and realistic feel during bottle spinning, leading to less immersive user experience. Some apps are bloated with advertisements or complicated UI, which distracts from the core gameplay and frustrates users. Very few apps provide offline functionality; most require internet access even for basic gameplay.

CHAPTER 4

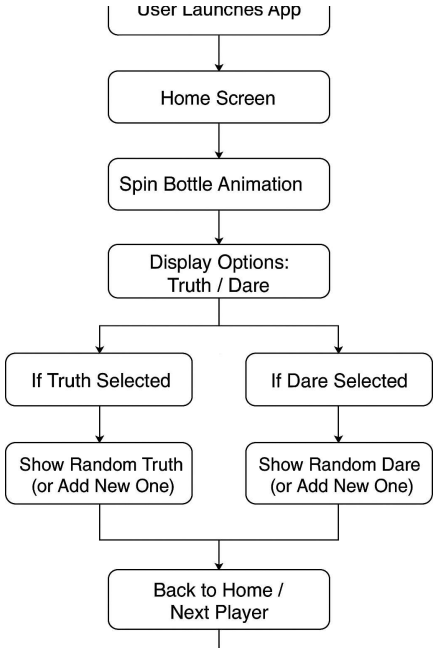
PROPOSED SYSTEM

4.1 SYSTEM OVERVIEW

TruthDare MAD improves on existing systems by offering a fully customizable, dynamic Truth and Dare mobile application with real-time bottle spin animation.

4.2 SYSTEM ARCHITECTURE

- User launches app
- Spins bottle (random rotation)
- Bottle points to player
- Player chooses between Truth or Dare
- System displays preloaded or user-added questions/challenges



(Fig 3.1 System Architecture)

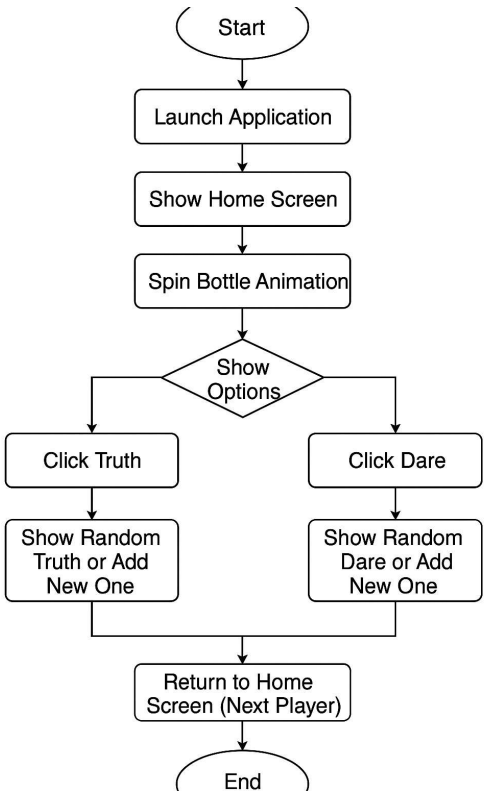
CHAPTER 5

MODULE DESCRIPTION

5.1 MODULES

- **Bottle Spinning Logic:** Randomized animation to spin the bottle.
- **Truth/Dare Management:** Display random truth or dare from predefined list.
- **Custom Question Addition:** Users can add their own Truths and Dares.
- **UI/UX Module:** Material Design-based responsive layout.

5.2 ACTIVITY DIAGRAM



(Fig 4.1 Activity Diagram)

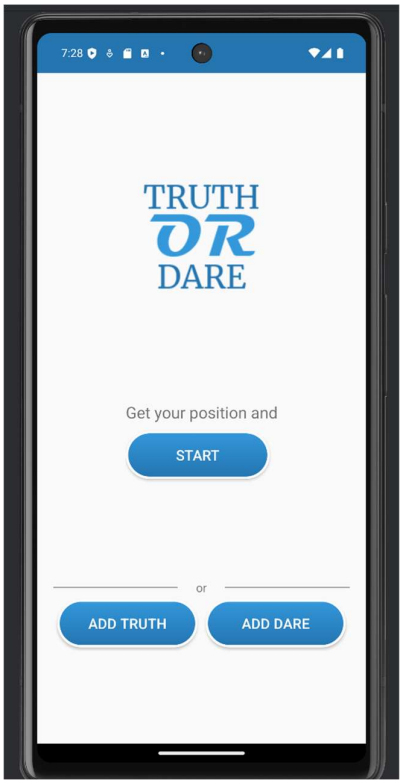
CHAPTER 6

IMPLEMENTAION AND RESULTS

6.1 TOOLS USED

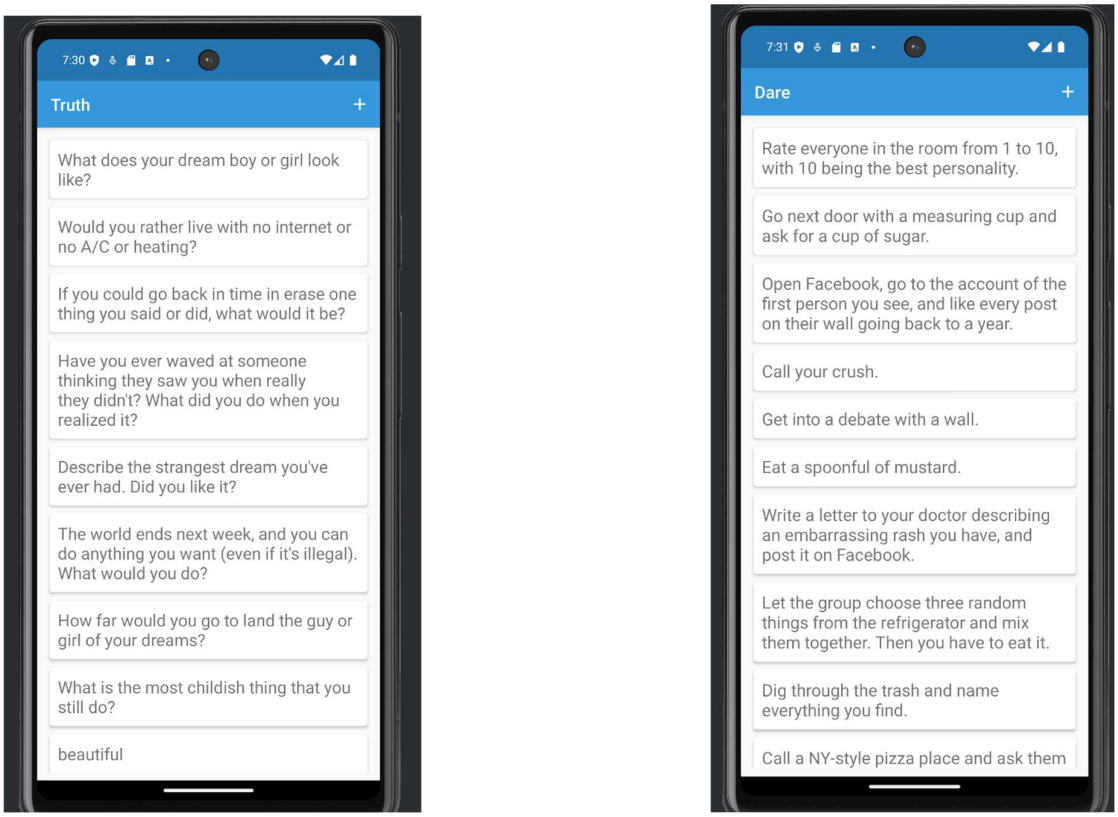
- Android Studio
- Java
- XML for UI
- SQLite (for storing custom Truths/Dares)

6.2 OUTPUT SCREENSHOTS

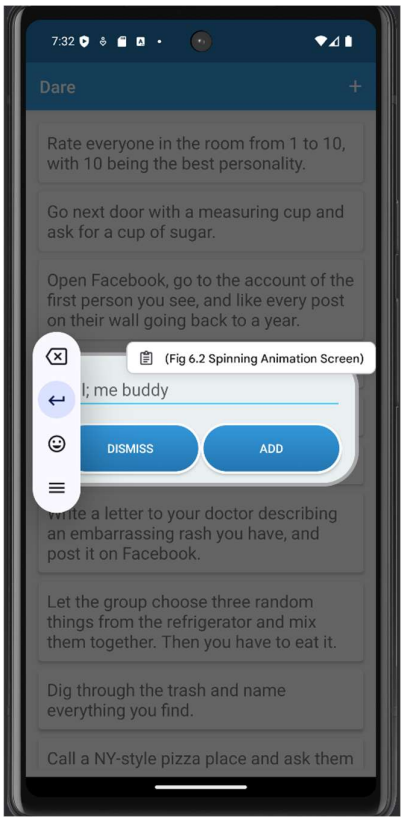


(Fig 6.1 App Home Page)

(Fig 6.2 Spinning Animation Screen)



(Fig 6.3 Truth or Dare Question Display)



(Fig 6.4 Add New Question Screen)

CHAPTER 7

CONCLUSION AND FUTURE ENHANCEMENT

7.1 CONCLUSION

TruthDare MAD offers a seamless, engaging experience for party lovers, bringing the excitement of "Spin the Bottle" into the digital age. With the ability to add custom questions, the app stands apart from typical static apps**.**

7.2 FUTURE ENHANCEMENT

- Integrate multiplayer modes.
- Add background music and sound effects.
- Implement leaderboard system.
- Introduce themes and customizable bottle designs.

REFERENCES

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3. Firebase Documentation for Android