

MANARAT INTERNATIONAL UNIVERSITY

Course: Software Development

Course_Code: CSE 312

Project Report

Team Name: GameBagh

Project Title: Android Gaming App

Project Category: Mobile App

Github Repository: [GameBagh](#)

Video Link: [Promo Video](#)

TEAMMATES-

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Objectives

Our main objective is to build a unique game, which represents a rural culture of Bangladesh. Our purpose in creating this game is to entertain people in a healthy way, to bring back those feelings of the old days, to introduce the new generation to the games of the previous generation. The simple game, which can easily be played and entertain people without any negative addiction.

Introduction

Game Overview

The primary objective of the game is for the player is to save his character or to attack other character. Throughout the board there are two types of characters placed on different positions The player have to play logically to win the games. This section elaborates on the description of the gameplay and user controls.

1.Game Description:

This is a two player game, where each player will get a chance one after the other. This game will be having a board with two part and 13 points. In start the role of one player will be a tiger and other players role will be goat. Tiger duty is to hunt the goats and Goat duty is to save own's life and to stuck the tiger in one place.

2.Characters:

The Tiger-



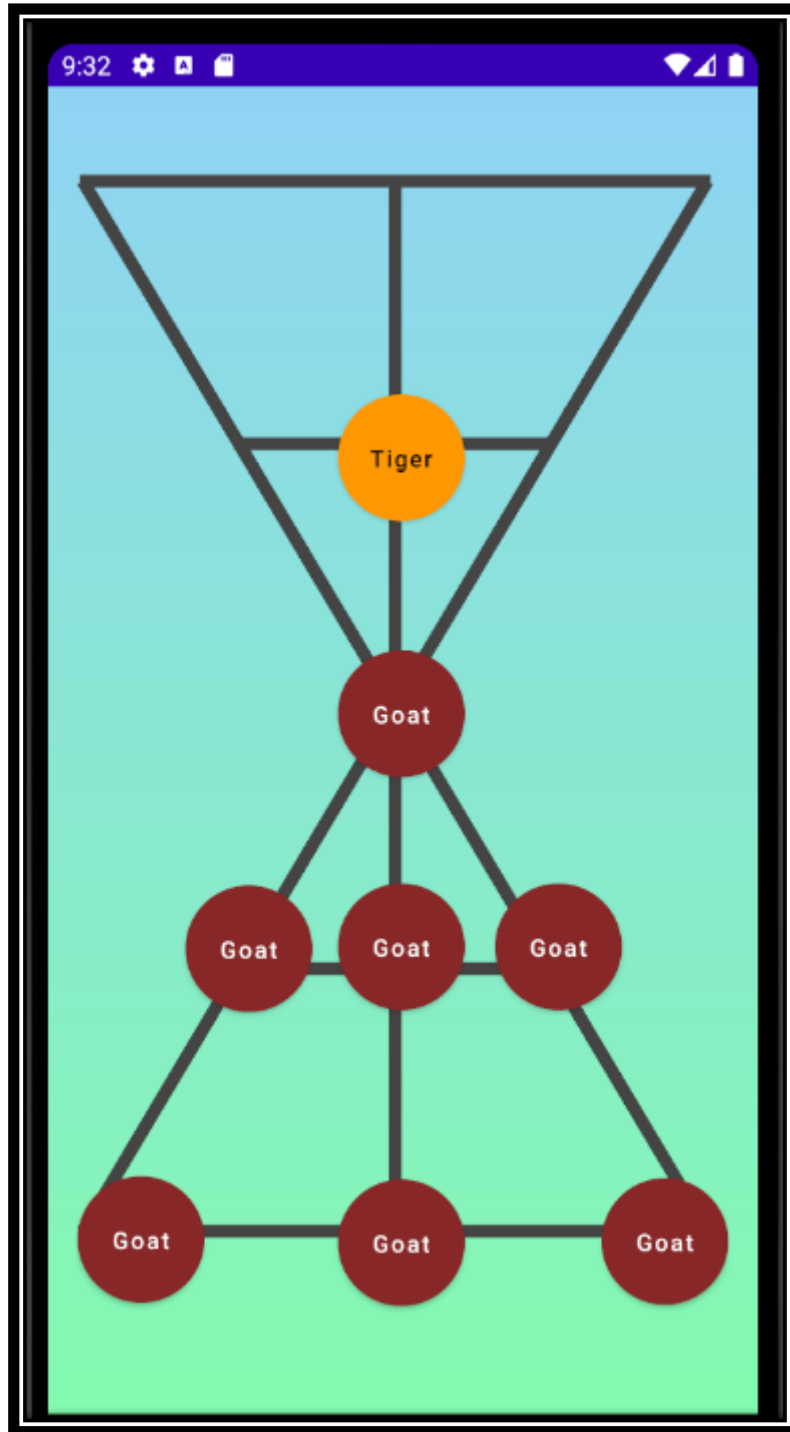
This character's work is to kill other characters by moving his position in the board 2 steps.

Goats-



This character's work is to save his life from the tiger by moving his position through the board 1 step.

3.Board:



The board of the game is like two pyramid facing with one another. There are seven lines in the board which intersects themselves in many points. Every intersect point is a move point for the characters.

4. User Manual:

Since it's a duel player android mobile game so it's every activity will be handled by touch. By touching and dragging pawns the player can move their position. First time Player 1 will get the chance and then Player 2.

Game Design

In creating the game many different programming techniques are used for drawing and viewing objects. This section describes the methods of the game as implemented.

1. Viewing and Objects:

Right now the characters are made by custom buttons written in XML code. We are trying to build the pawns by custom images for future. For the board we used Java hard code. We drew the lines using Java onCreate() method. For every line we took 2 points and added them using methods. We used a background color using XML.

Features Description

Our application will have the following things in its interface:

1. It will have total 13 options and two parts grid.
2. There will be 1 tiger and 7 goats in the game.
3. It will display who's turn it is.
4. Then it'll have the Restart button. This button can help the player to restart the game at any time they like.
5. Once the game is over the app will declare who lost/win the game.

Platform/Libraries/Database/Source Code

Programming Language: Java, XML

IDE: Android Studio

Platform: Android

Libraries: We tried Android JetPack Library

Source Code: [Git Link of Source Code](#)

Research

Unfortunately our project didn't completed yet. We tried our best to complete this in time but some difficulties appeared. First we tried to solve the problem using simple java code. Then we tried to use animation, watched and researched many sources. Some of our researches given below.

1. Move views using spring physics.
2. Move views using a fling animation.
3. Jetpack Compose for Games and Animations.
4. libGDX.
5. Unity Game engine.
6. Live discussion with a Software developer.

Future Plan

Our future plan is to complete this game with high graphics and UI. We want to make this game simpler for all the customers and clients out there. We have plan to live this game in different stores for android. And we will build this game for every platform like IOS, Windows etc.