

BUBBLE SMASH GAME



UNIVERSITY OF MISSOURI-KANSAS CITY

PROJECT REPORT

Increment 4 (Team 9)

PROJECT GOAL AND OBJECTIVES:

- This project targets at gaming advance in android studio for android phones and tablets.
- The purpose is to improve a game for mobile platform in android studios and enhance innovative features using the different technologies.

Detailed game intentions:

- In the Bubble game, there would be some bubbles moving at random speed and player has to hit on the bubbles to crash those. By hitting the bubbles hitting sound will come.
- This game have three different levels:
 - **Easy:** In this easy level page, there is a only bubble runs on the screen and when the player hit on a bubble it will crash and the number of hits total becomes increased.
 - **Intermediate:** This intermediate level page has several bubbles running concurrently with great speed, the score gets increased when the user hitting the bubbles.

- **Expert:** In this expert page the number of bubbles will increased than the intermediate level page and the rapidity of the bubble movement also increased.

This game have some special bubbles like **bonus** bubbles (by hitting the bubble player will get the extra points) and **bomb** (by hitting this type of bubble player will lose some point).

- The guidelines of this game are simple, player need to blast as many bubbles as possible, the more you pop, the more score the player will get.

CHARACTERISTICS OF GAME:

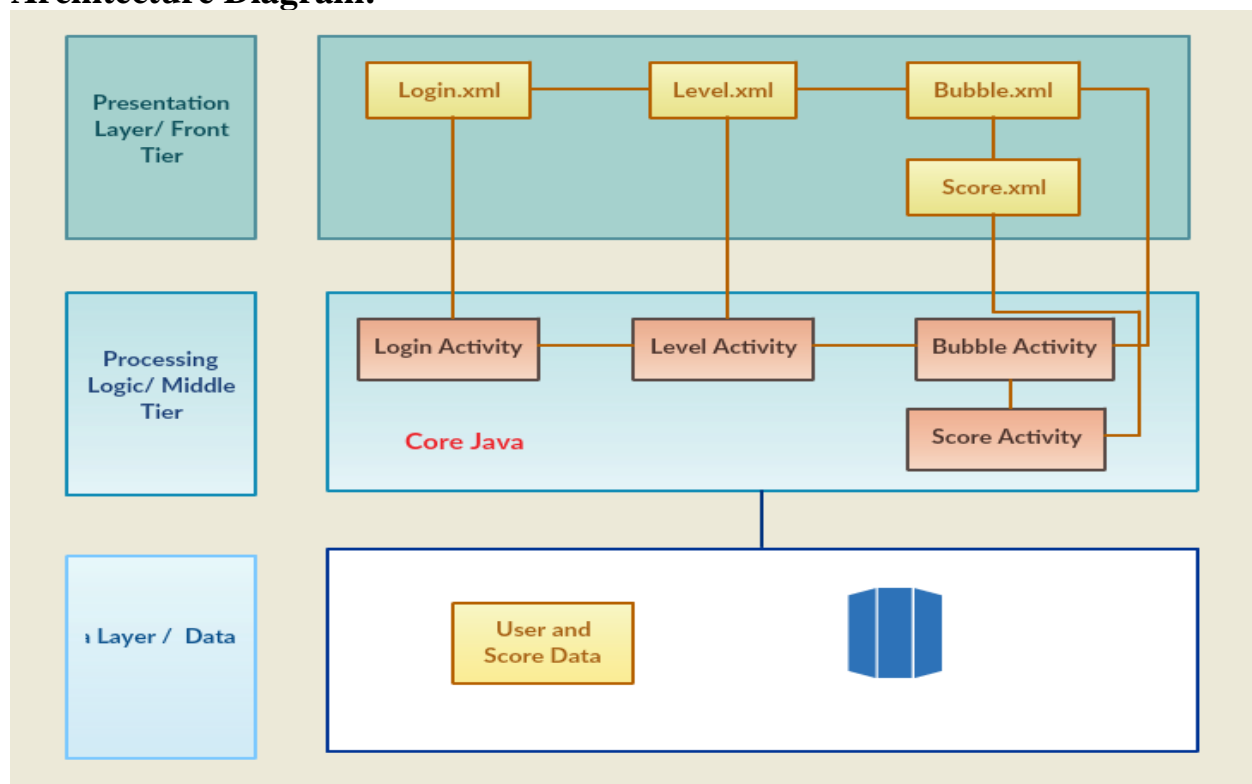
- Player can register with the app or signup with Facebook or play as a guest without any registration. After successfully Login the player can see the level page where the player can select the game level, by choosing the level the page will direct to the resultant level page.
- After successful player registration, details will be stored in Mongo DB.
- Profile should display a picture which can be captured using a camera or from gallery.
- From the help option player which is offered in level page, can get particulars of the game rules. Player can also like or share the application on Facebook. The player can rate the app.
- User can also reports an issues if he find something wrong in this application.
- In settings page, player can set options like music, volume, mute/unmute.
- Player can set the profile picture, in addition to this user can set a nickname.

PROJECT PLAN (USING ZENHUB TOOL)

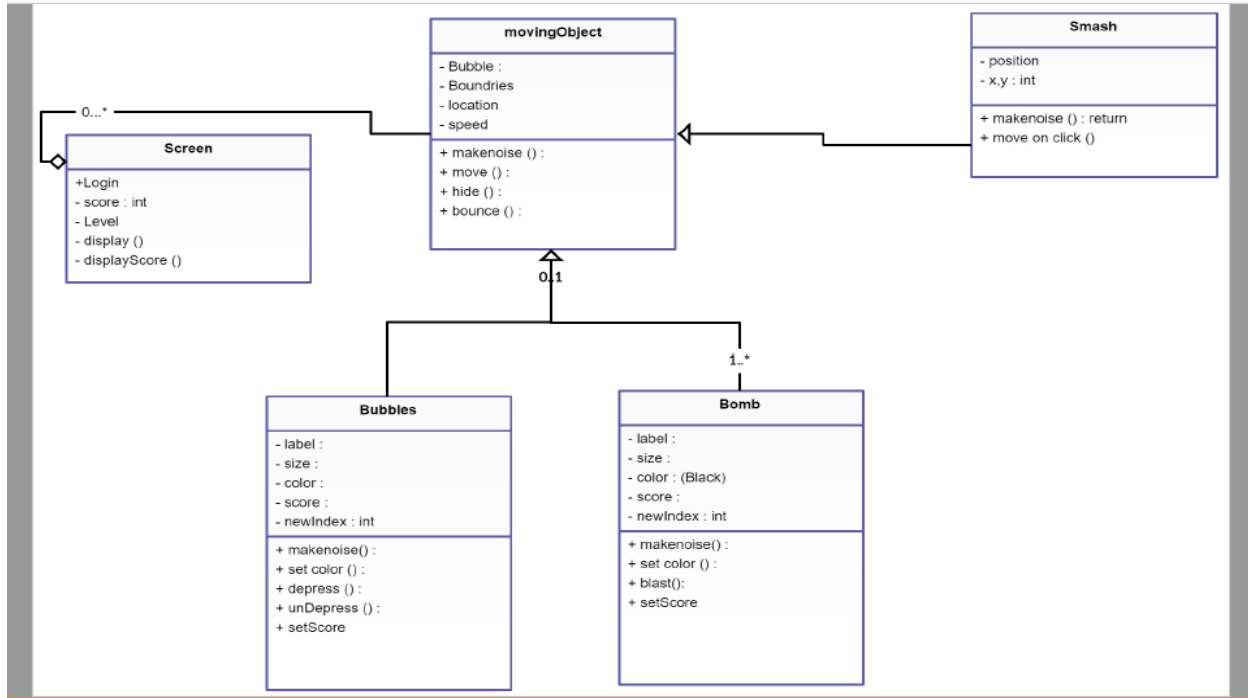
- 1) Milestones and Project Timelines
- 2) Burndown Chart

Detail Design:

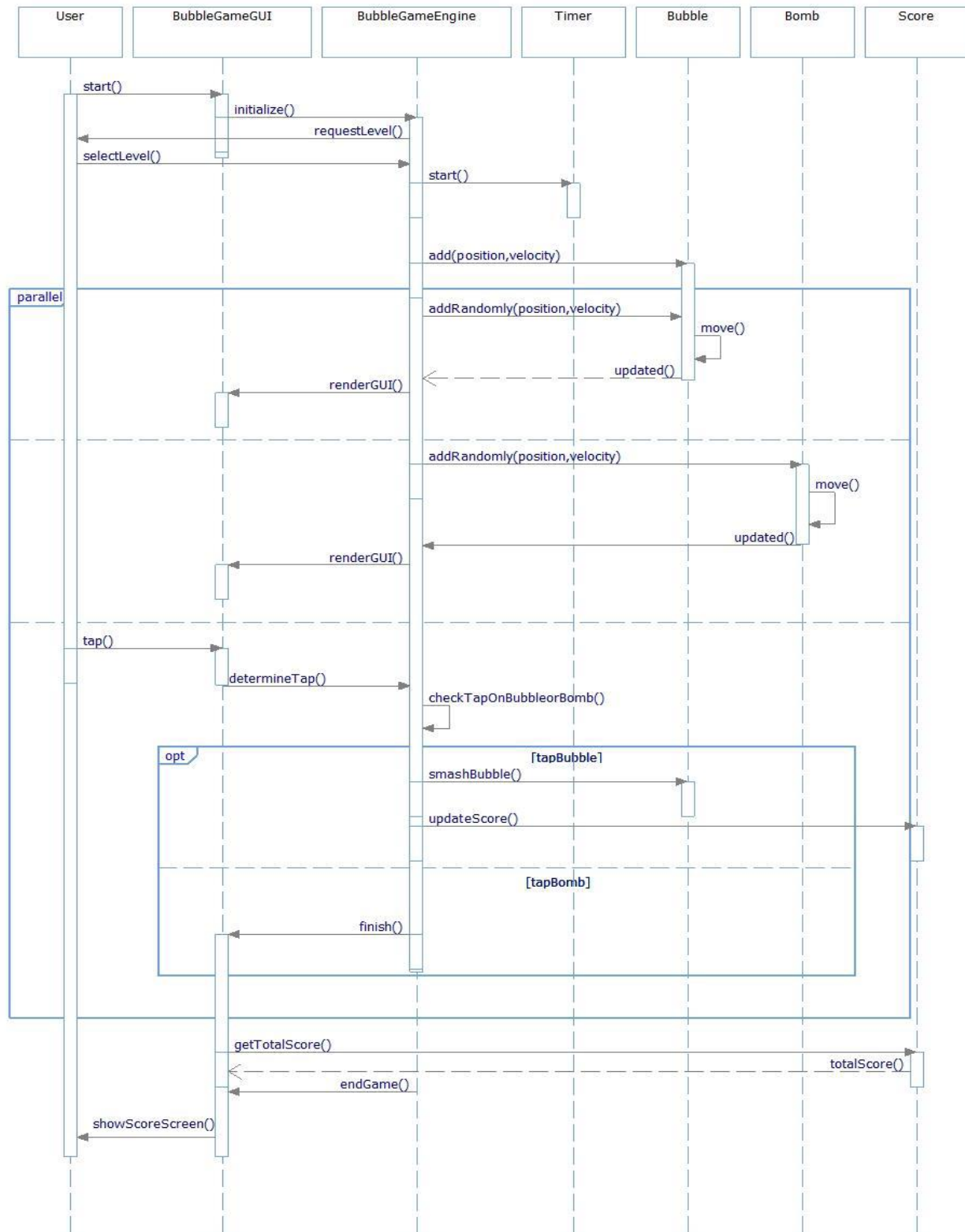
Architecture Diagram:



Class diagram:



Sequence diagram:



Wire Frames:

Implementation and Deployment

GitHub URL for Source code:

<https://github.com/ManasaReddyThipparthi/ASE-Project/wiki>

Screenshots after development are :

Login:

Level Page:

Help Page:

Settings Page:

Play Screen page:

Score Page:

Project Management:

Bibliography:

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