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A Project Report

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Software Development IV

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UNDER SUPERVISION OF:

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”Catch The Balls”

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Declaration of Authorship

We, **Hasan Al Mahmud, Hashibur Rahman Redoy,** declare that this project title,**"Catch The Balls"** and the work presented in it our own. we confirm that:

We, hereby declare that the discussion entitled "Catch The Balls" being submitted by us towards the partial fulfillment of the requirement for the course of Software Development IV, Department of Computer Science and Engineering is a project work carried by us under the supervisor of T. M. Amir – Ul – Haque Bhuiyan sir and have not been submitted anywhere else. We will be the responsible if any mistake found there

_____ _____

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Certificate

This is to certify that the project entitled,"Catch The Balls" and submitted by**Hasan Al Mahmud, Hashibur Rahman Redoy** in partial fulfillment of the requirements of embodies the work done by them under my supervisor.

T. M. Amir – Ul – Haque
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Dedication

Dedicated to our parents for all their love and inspiration.

Abstract

Several studies have shown that people can catch a ball even if it is visible only during part of its flight.Here, we examine how well they can do so.We measured the movements of a ball and obstacles and also the movement as well as the ability of the object that catch the balls.They only really had difficulties if vision was occluded before the ball was released at different stages.Even at these limits, people caught most balls quite adequately

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Chapter 1

Introduction

People's ability to catch a ball that is thrown gently to them from a short distance is amazing if one considers how little time there is to plan the movement and to get the object to the correct position. The ball's trajectory can only really be predicted once it leaves by the system. Nevertheless, rough estimate of when and where the ball could be caught can be obtained even before this, from the movement of the system. Once the ball leaves from the system, its trajectory is predictable. However, considering the imprecision in judging the position, velocity and (gravitational)acceleration of the ball, and in combining these judgments,this initial prediction is presumably not very accurate. To compensate for this, the prediction is continuously updated as the ball approaches, and the movement adjusted accordingly. To examine whether this account of catching is tenable and whether there are moments at which seeing the ball is particularly important, we examine how catching performance depends on the times at which visual information is available.We use an unrestrained slow underarm throwing and catching task.

Chapter 2

Literature Review

2.1 Sources of Information

We have done to many research, to understand their process of maintaining database and the level of efficiency they have in their system and drawbacks of their existing systems. After researching so many games we thought of developing an application which will overcome the drawbacks of the existing systems.

2.2 Primary sources:

1. Different apps and Web Sites
2. Suggestions from friends.

2.3 Secondary sources:

1. Reference Materials.

Chapter 3

Software Requirements

3.1 Required Modules :

3.1.1 Hardware requirements:

1. Processor: Intel Core i3 or above.RAM: 8GB or more
2. Android Version lollipop. RAM: 2GB or more

3.1.2 Software and tools required:

1.Android Studio

3.1.3 Programming Language:

1.Java
1.HTML
1.CSS

Chapter 4

Design Specification

4.1 System Design

FIGURE 4.1

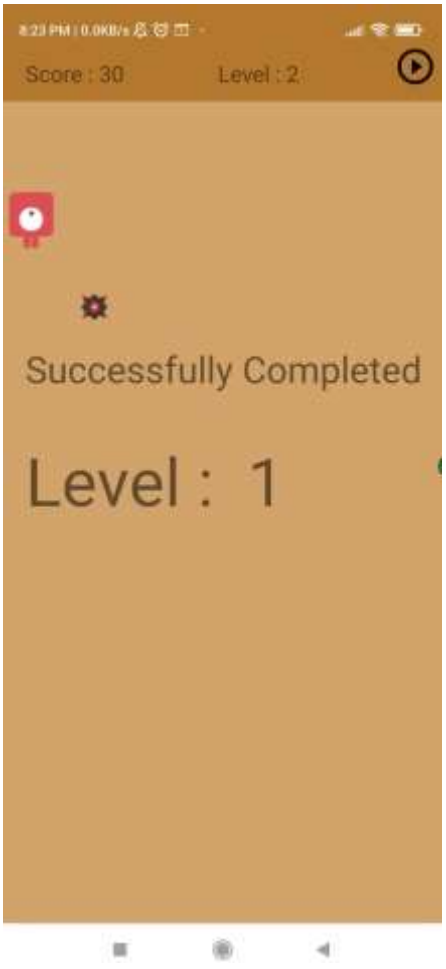

FIGURE 4.2

FIGURE 4.3

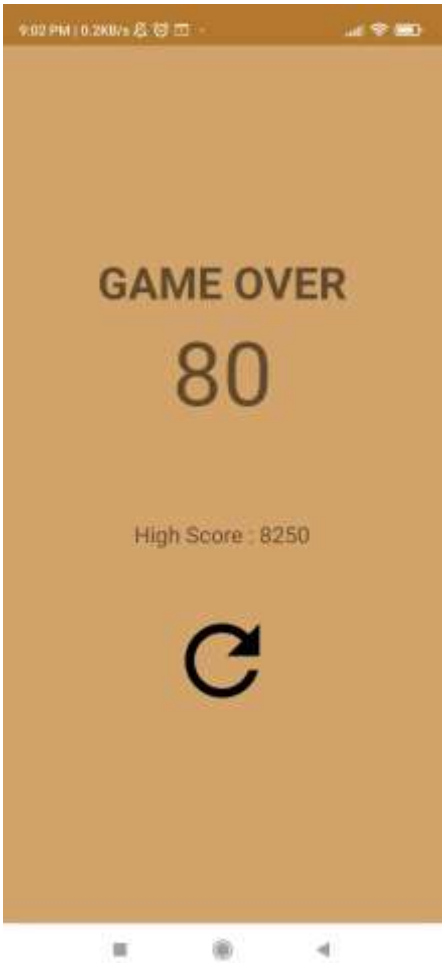

FIGURE 4.4

Chapter 5

User Manual

5.1 User Manual

FIGURE 5.1

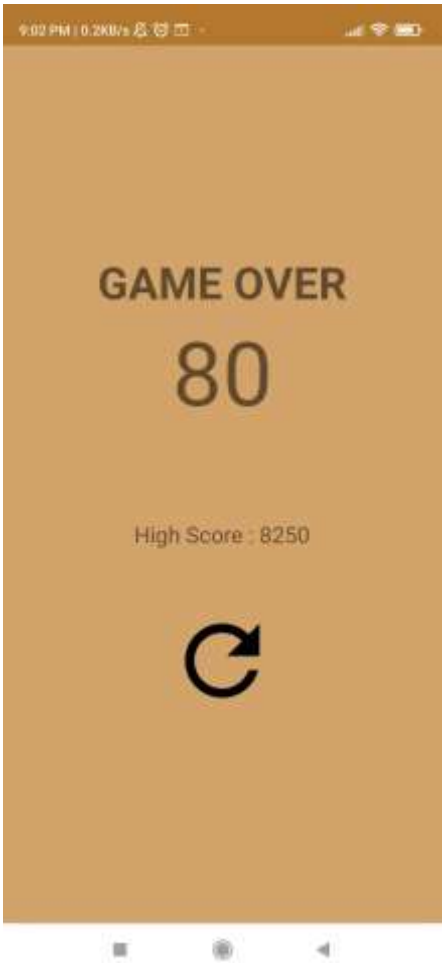

FIGURE 5.2

Chapter 6

Conclusion and Future works

6.1 Conclusion

This Gaming Project is more like an engine.We want to develop some configuration of this game and add some interior changes that will take this gaming application into a Revolutionary evolution. This changes will create a different looks for the user.

6.2 Future Work

The principle of “If you build it, they will come” is the reality of customized mobile Gaming apps for ”Catch The Balls”.

6.2.1 Future sector of ”Catch The Balls” Gaming application:

1. Improve The level and the background of this game
2. Include a individual mapping system
3.Obstacle design and performance smooth
4.Add Story mode for this System
5.Improve Ui/Ux

Chapter 7

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