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Degree: Mobile Development

Mobile Development

•Jailbreak - Removing factory software restrictions from your iOS device allowing you to customize it in ways prohibited by Apple. This is a term specific to Apple devices and iOS. Jailbreaking requires a fault to be found and exploited in iOS and must be constantly upgraded because Apple generally patches these exploits on discovery and release of updated iOS versions.

-http://www.imore.com/jailbreak

•Database (SQL) - Structured Query Language a programing language used to access a data base. SQL is a ubiquitous database programing language that allows users to search specific data criteria based on predetermined commands.

-http://sql-tutorial.net/

•Mobile Fragmentation - Incompatibility between an application and multiple operating platforms. Mobile fragmentation stems from the differences in hardware and operating systems of devices and the compatibility of software with these devices. Different devices of different models may have different operating systems and hardware specifications, this makes a single software program that works on all devices difficult to code.

-Rajapakse, D. (n.d.). Fragmentation of Mobile Applications.
http://www.comp.nus.edu.sg/~damithch/df/device-fragmentation.htm
-Margaret Rouse. mobile device fragmentation definition.
http://searchmobilecomputing.techtarget.com/definition/mobile-device-fragmentation

•Client Side - programming scripts that are run on a user's device in relation to web based applications. On a web browser client scripts are embedded in the HTML code and executed in a user's browser. Actions that happen on the webpage in real time are attributed to client side scripts. Java Script is an example of client side coding.

-http://www.washington.edu/accesscomputing/webd2/student/unit5/module1/lesson1.html

•Server Side - programing scripts that are run on a server in relation to web based applications. Server side code cannot be viewed by the user like client side scripts, an example of a not browser based server side application is Apple's Siri, information is sent to the server (in audio form), processed on the server and the results are returned to the client.

-http://www.washington.edu/accesscomputing/webd2/student/unit5/module1/lesson1.html
-http://www.codeconquest.com/website/client-side-vs-server-side/

Computer Animation

•<u>Shaders</u> - a computer program that is use to add perceived depth in 3D graphics via shading. Shading adds realistic lighting effects to 3d graphics by varying lightness on an object in a graphic environment, this is done by rendering program called a Shader. In the game Minecraft players can add mods to the game that enhance the look of its 3D environment through extra shading effects.

-Minecraft Forum. Sonic Ether's Unbelievable Shadersv10.1.
http://www.minecraftforum.net/forums/mapping-and-modding/minecraft-mods/1280299-sonic-ethers-unbelievable-shaders-v10-1

Game Design

•<u>Game Engine</u> - are a core format that a video game may be based on, it can be used a starting point to create a new game. One such game engine is Unity. Unity is a cross platform game engine for 2D and 3D game development, and is suitable for creating a wide verity of game formats to include first person shooters, racing games, side scrolling games among others.

-MODDB. UNITY.
http://www.moddb.com/engines/unity

•<u>Frame Rate</u> - the rate at which individual frames are displayed in video or motion picture. 24 frames per second has been the traditional frame rate for television and motion in modern times. Frame rates displayed while playing video games can vary at times, depending on the graphics load to the computer and the user's settings. A higher frame rates generally means a higher work load for the gaming systems computing hardware.

-Game Spot. How to optimize your PC frame rates.
http://www.gamespot.com/articles/how-to-optimize-your-pc-frame-rates/1100-6168650/

•<u>GUI</u> - Graphic User Interface is how a user controls the functions of a computer system by directly manipulating visual elements on its display. In a video game the GUI allows you to make function selections in the game, change settings and modes and access menus among other things.

-Doulin, A. (2006, May 14). Good Game GUI Design. Doolwind.
http://www.doolwind.com/blog/good-game-gui-design/

Graphic Design

•<u>Typography</u> - the shape and arrangement of characters in a written language. Type can be arranging in different formats to achieve different results such as in a stylistic or artistic layout or to enhance readability. A typeface is a specific style of characters used in type while font is the size and shape of the type.

-http://ilovetypography.com/
-Typography rules and terms that every designer must know.
http://www.creativebloq.com/typography/what-is-typography-123652