



TV SHOWS



MOVIES



CELEBS

# Wala Kalema

**Cs102 Project** Spring 2016

Have Fun, Create Memories

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# Overview

**Wala Kalema** is an android game that was inspired by the Arabic party game **wala kalema**, where one player tries to act a movie, a song or a celebrity name, and the other player tries to guess the name. The purpose of our app is to simulate this game by replacing papers with phone's screen, timekeepers with auto-timer, and memories with videos. In addition to other great features to make it more interactive, and fancier. To have fun and create memories !

## Goals

**Creating a user friendly free digital game**, that interacts with the player's movements, integrated with our Arabic culture to making social gathering much more fun!

**Developing a green solution** that helps the environment by limiting paper usage.

**Having fun and creating memories** by creating funny videos.

## Aims and Scope

- Implementing an android game that integrates hardware sensors such as the accelerometer and gyroscope, the data collected from the sensors are analyzed and taken as a user's input.
- Integrating the app with the camera, to make the game more fun while playing it. The camera will record the user while interacting with the app, and giving the user the ability to save and watch it later.
- Collecting data that enables us to implement the application and put it to use, since our app is data based this is a core task .
- Designing The GUI, themes, colors to give the application a more appealing look and make it suitable in the game industry.
- Adding sound effects to create a more interactive environment between the user and the application by sending signals to notify the players when winning or losing.

## Class Hierarchies

<https://drive.google.com/file/d/0B5BvuIYR6UFuaW9NYzFaamJpWE0/view?usp=sharing>

## UML Diagram

<https://drive.google.com/file/d/0B5BvuIYR6UFueHFSTjFEYi1LYIE/view?usp=sharing>

## OOP Used Concept

Constructors, private and protected instance variables and methods, statics variables method, multilevel Inheritance, hierarchy Inheritance, multiple inheritance Abstract classes and Interface.

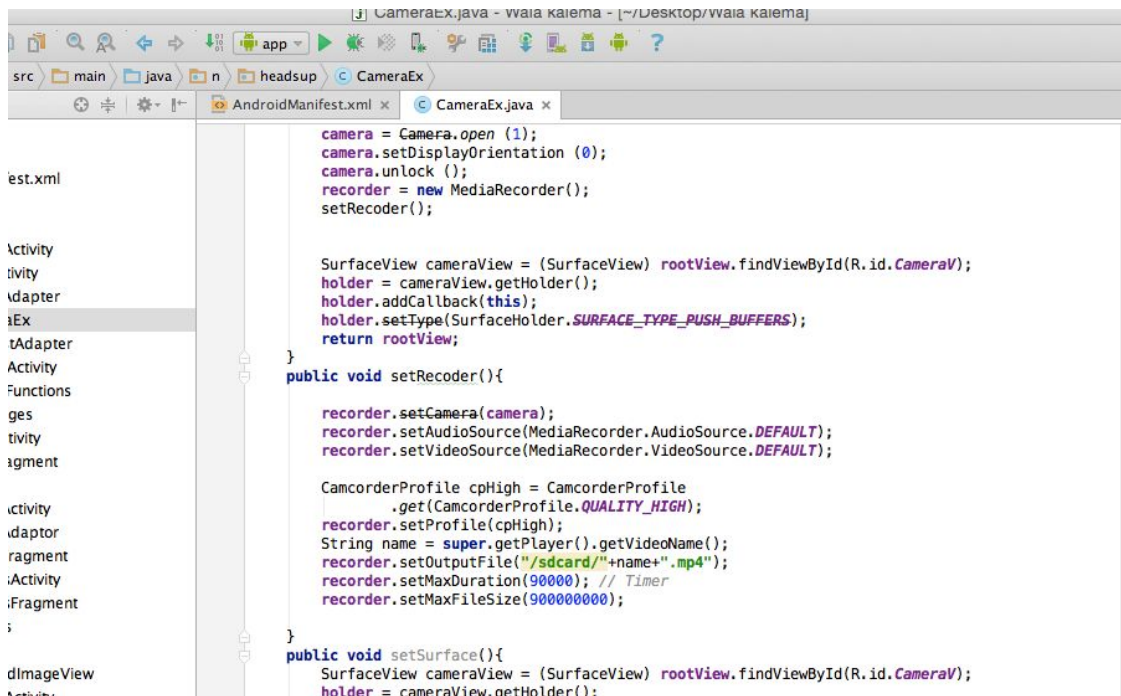
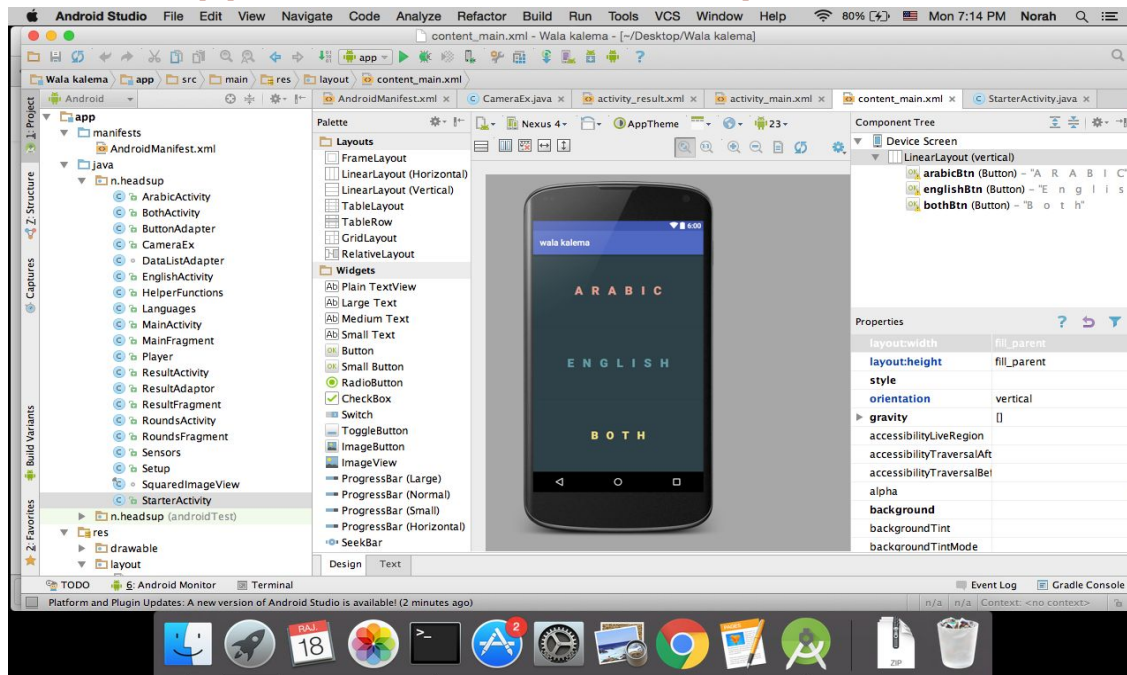
## Code

<https://drive.google.com/folderview?id=0B5BvuIYR6UFuRUNydHFpaIJvVGs&usp=sharing>

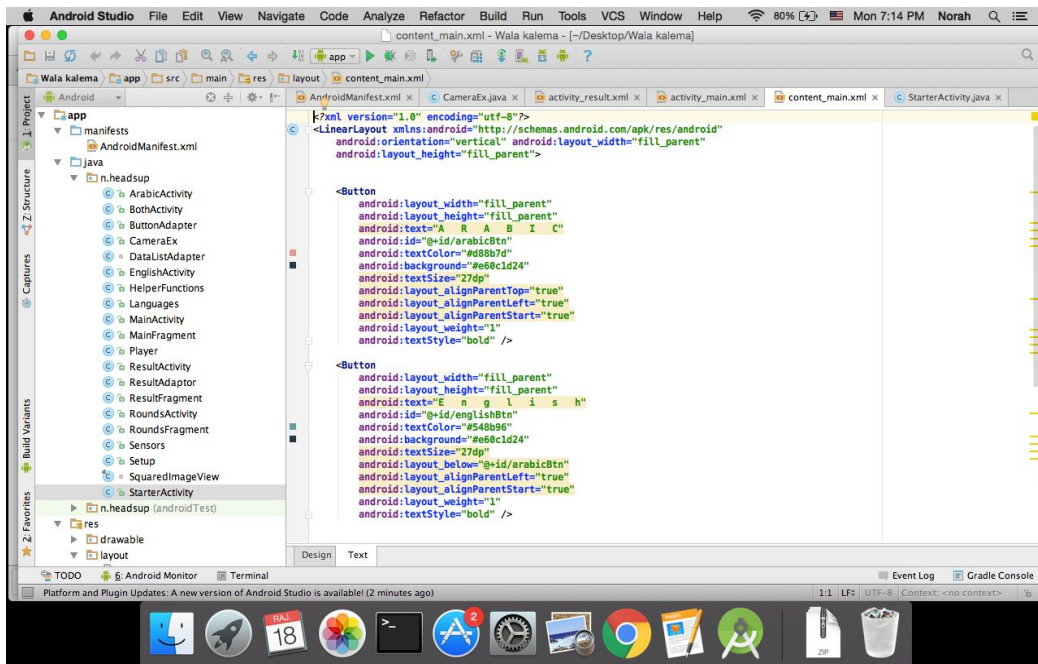
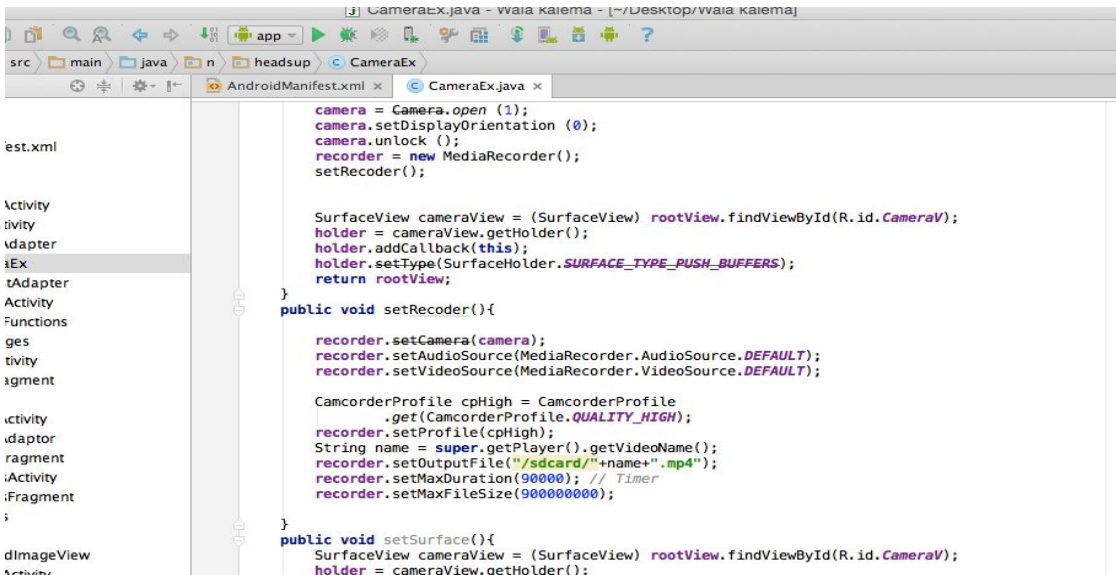




# Code Snippet Of The Used Concept:







## Testing:

