VISVESVARAYA TECHNOLOGICAL UNIVERSITY

"JNANA SANGAMA", BELAGAVI-590018, KARNATAKA

A Mini Project Report
On

"Truth or Dare"

Submitted in the partial fulfilment of the requirement for the award of degree of

BACHELOR OF ENGINEERING
IN
INFORMATION SCIENCE AND ENGINEERING

Submitted By

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DEPARTMENT OF INFORMATION SCIENCE AND ENGINEERING
SAI VIDYA INSTITUTE OF TECHNOLOGY
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Accredited by NBA, New Delhi (CSE, ISE, ECE, MECH, CIVIL)
RAJANUKUNTE, BENGALURU – 560 064

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CERTIFICATE

Certified that the Mini project work entitled *"TRUTH OR DARE"* carried out by **Ms. NISARGA R B (1VA19IS036), Mr. SAMARTH H CHINIVAR (1VA19IS044),** students of **SAI VIDYA INSTITUTE OF TECHNOLOGY**, Bengaluru, in partial fulfilment for the award of Bachelor of Engineering Information Science and Engineering of **VISVESVARAYA TECHNOLOGICAL UNIVERSITY**, Belagavi during the year **2021-22.** It is certified that all corrections/suggestions indicated for Internal Assessment have been incorporated in the report deposited in the departmental library. The project report has been approved as it satisfies the academic requirements in respect of mini-Project work prescribed for the **Mobile Application Development Laboratory with Mini Project (18CSMP68).**

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ABSTRACT

The description of Truth or Dare is to get to know your friends by playing a fun game of Truth or Dare. This is the perfect group party game for kids, teens, couples, and everyone. Truth Or Dare contains hundreds of the best fun and challenging Truth and Dares. This is the ideal Truth or Dare app for Parties, Sleepovers, and Get Togethers. Truth or Dare is a mostly verbal party game requiring two or more players. Players are given the choice between answering a question truthfully or performing a dare, both of which are played by both players.

One version of the game involves the group preparing a set of "truth" questions and "dares," which are folded over and put into two piles, but in this application “truths” and “dares” are already available. After Spinning the bottle in the application, one player becomes the "questioner" and the player opposite to the questioner becomes an "answerer," who must decide between "truth" and "dare". The questioner then selects a random question from the application to either ask the answerer a question or require that they perform a daring forfeit. Another Feature of this Application is, that when the Application is launched, players can add new “truths” and “dares” to the existing list. Players must perform the dare they are given, or truthfully answer the question asked. Answers must not be related to the game. Players are not permitted to change their minds about choosing "truth" or "dare" after the questioner chooses a “truth” or “false” to be performed. The game is particularly popular among adolescents, children, and people of all age groups.

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CHAPTER 1

INTRODUCTION

One of the more popular forms of coding in recent times is the creation of applications, or apps, that run on mobile devices like phones and tablets. You probably use a range of different apps in your everyday life. Wouldn't it be cool to create one of your own?

Mobile application development is the process to making software for smartphones and digital assistants, most commonly for Android and iOS.

The software can be preinstalled on the device, downloaded from a mobile app store or accessed through a mobile web browser.

The programming and markup languages used for this kind of software development include Java, Kotlin, C++ [along with NDK (Native development Kit)], C#, Python and many more.

1.1 What is the need of Mobile Application Development?

Mobile app development is rapidly growing. From retail, telecommunications and ecommerce to insurance, healthcare and government, organizations across industries must meet user expectations for real-time, convenient ways to conduct transactions and access information. Today, mobile devices and the mobile applications that unlock their value are the most popular way for people and businesses to connect to the internet. To stay relevant, responsive and successful, organizations need to develop the mobile applications that their customers, partners and employee's demand.

1.2 Android Studio:

Android Studio is the official integrated development environment (IDE) for Google's Android operating system, built on JetBrains' IntelliJ IDEA software and designed specifically for Android development. It is available for download on Windows, macOS and Linux based operating systems or as a subscription-based service in 2020. It is a replacement for the Eclipse Android Development Tools (E-ADT) as the primary IDE for native Android application development.

1.3 Features of Android Studio:

- A flexible Gradle-based build system.
- A fast and feature-rich emulator.
- A unified environment where you can develop for all Android devices.
- Apply Changes to push code and resource changes to your running app without restarting your app.
- Code templates and GitHub integration to help you build common app features and import sample code.
- Extensive testing tools and frameworks
- Lint tools to catch performance, usability, version compatibility, and other problems. C++ and NDK support.
- Built-in support for Google Cloud Platform, making it easy to integrate Google Cloud Messaging and App Engine.

1.4 Benefits of an Android Application

1 Improves Efficiency.

2 Offers High Scalability.

3 Secures Your App Data.

4 Integrates With Existing Software.

5 Easy to Maintain.

6 Improves Customer Relationship.

7 Facilitates New Client Data Retrieval.

8 Provides Real-time Project Access.

9 Ease in Project Management.

10 Record Digital Files for Accountability

1.5 Objective of the project

The primary aim of this “TRUTH OR DARE” is to make users feel comfortable and relaxed. Truth & Dare Questions are the best option to spend quality time doing some fun things, at occasional gatherings or weekend parties with close friends.

1.5.1 Problem Statement

To design a module:

- Which is user friendly.
- Which will be efficient and fast in response.
- Which will be customized according to needs, when the application is launched.

1.5.2 Solution for the Problem

This application is developed in such way that it meets all the requirements specified in the problem statement. the user can copy the data from any source and paste in desired place or file or document. This app is user friendly and can be used on any mobile device. this app is efficient and fast in response. the user can perform addition of new “truths” and “dares”.

CHAPTER 2

LITERATURE SURVEY

2.1 Problems with the existing application

- The existing Truth or Dare applications are all reliant on many In-app Purchases.
- The applications available have advertisements and other additional features which make it hard for the user to enjoy the actual content.
- The existing Truth or Dare applications is currently not optimised for all the age groups.

2.2 Proposed Application

- The proposed system is easy to use and does not have any unwanted complex features.
- The ability to enhance the interaction between users and application by giving simpler UI or how they want to interact with the Truth or Dare application.
- A user can add “Truths” or “Dares” according to his/her needs.
- User can have a better experience of playing Truth or Dare with this application.

Further this Application can be improvised by adding the following features:

✓ Include an option for deletion of “truths” or “dares”.

✓ Include an option for dark mode.

✓ Improving the UI of Main Menu and Spin Bottle Menu.

CHAPTER 3

SYSTEM REQUIREMENTS SPECIFICATIONS

3.1 Functional Requirements

A description of the facility or feature required. Functional requirements deal with what the system should do or provide for users. They include description of the required functions, outlines of associated reports, and details of data to be held in the system.

3.1.1 Interface Requirements:

- Songs are to be downloaded on your phone.
- Scroll and select the song to be played.
- Songs can be paused, played, fast forwarded and rewind.
- User can hold and speak to access the controls available in the application.

3.2 Non-Functional Requirements:

Non-functional requirements define the overall qualities or attributes of the resulting system.

3.2.1 Usability

User would be able to understand the flow of App easily i.e users will able to use App without any guideline or help from experts/manuals.

3.2.2 Responsiveness

User would be able to understand the flow of App easily i.e users will able to use App without any guideline or help from experts/manuals.

3.2.3 Reliability

The Application is responsive to the user's voice and touch to select a song, play, pause, rewind, forward, play next song and to play previous song.

3.3 Software Requirements

- Operating System : ANDROID
- Programming Language : JAVA and XML
- Tool Used : ANDROID STUDIO

3.4 Hardware Requirements

- CPU Type : Intel Premium 5 and above.
- Clock speed : 2.5 GHz
- RAM Size : 8 GB and above
- Mobile : Android Mobile

CHAPTER 4

SYSTEM MODELING

This chapter of the report describes the structure of the project, followed by Flow Chart, and Data Flow Diagram.

4.1 Flow Chart:

A flowchart is a visual representation of the sequence of steps and decisions needed to perform a process. Each step in the sequence is noted within a diagram shape. With proper design and construction, it communicates the steps in a process very effectively and efficiently.

FLOW CHART NOTATIONS:

Flowcharts consist of a few common geometric shapes representing steps.

Symbol	Name	Function
	Start/end	An oval represents a start or end point
	Arrows	A line is a connector that shows relationships between the representative shapes
	Input/Output	A parallelogram represents input or output
	Process	A rectangle represents a process
	Decision	A diamond indicates a decision

Fig 4.1.1 Table Flow Chart Notations

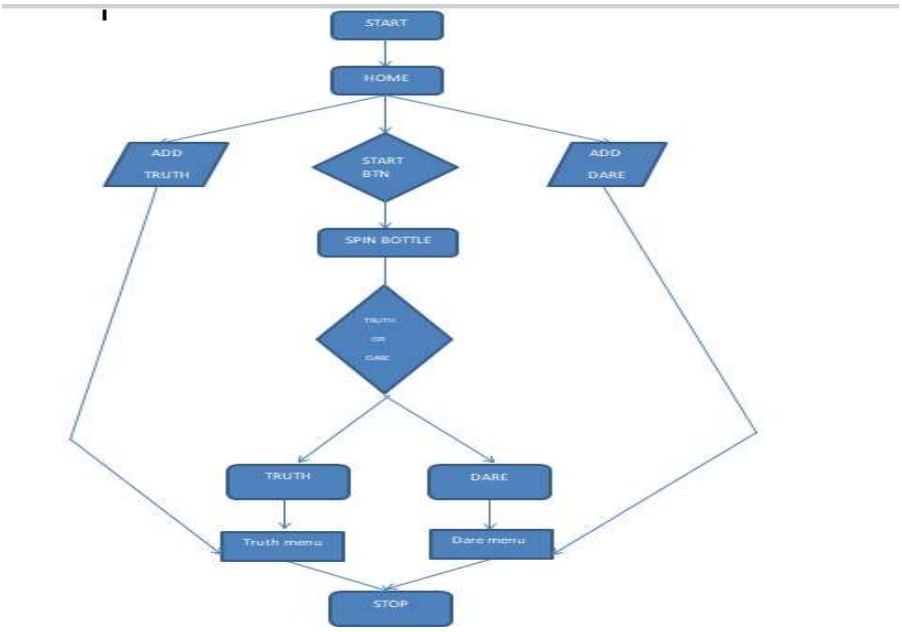


Fig 4.1.2 Flow Chart of Truth or Dare Application

4.2 Data Flow Diagram:

A Data Flow Diagram (DFD) is a traditional visual representation of the information flows within a system. A neat and clear DFD can depict the right amount of the system requirement graphically. It can be manual, automated, or a combination of both. It shows how data enters and leaves the system, what changes the information, and where data is stored.

The objective of a DFD is to show the scope and boundaries of a system as a whole. It may be used as a communication tool between a system analyst and any person who plays a part in the order that acts as a starting point for redesigning a system. The DFD is also called as a data flow graph or bubble chart.

DFD (data flow diagram) can be drawn to represent the system of different levels of abstraction. Higher-level DFDs are partitioned into low levels-hacking more information and

functional elements. Levels in DFD are numbered 0, 1, 2 or beyond. Here, we will see mainly 3 levels in the data flow diagram, which are: 0-level DFD, 1-level DFD, and 2-level DFD.

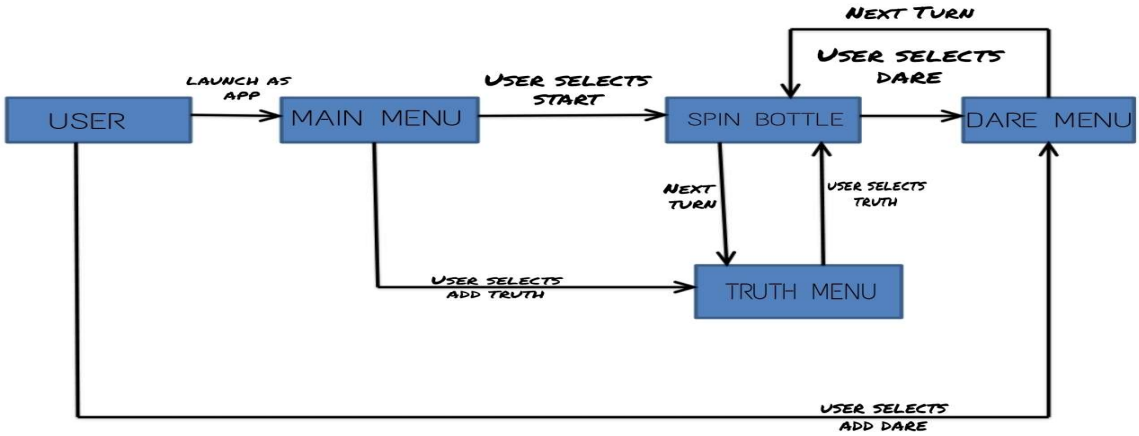


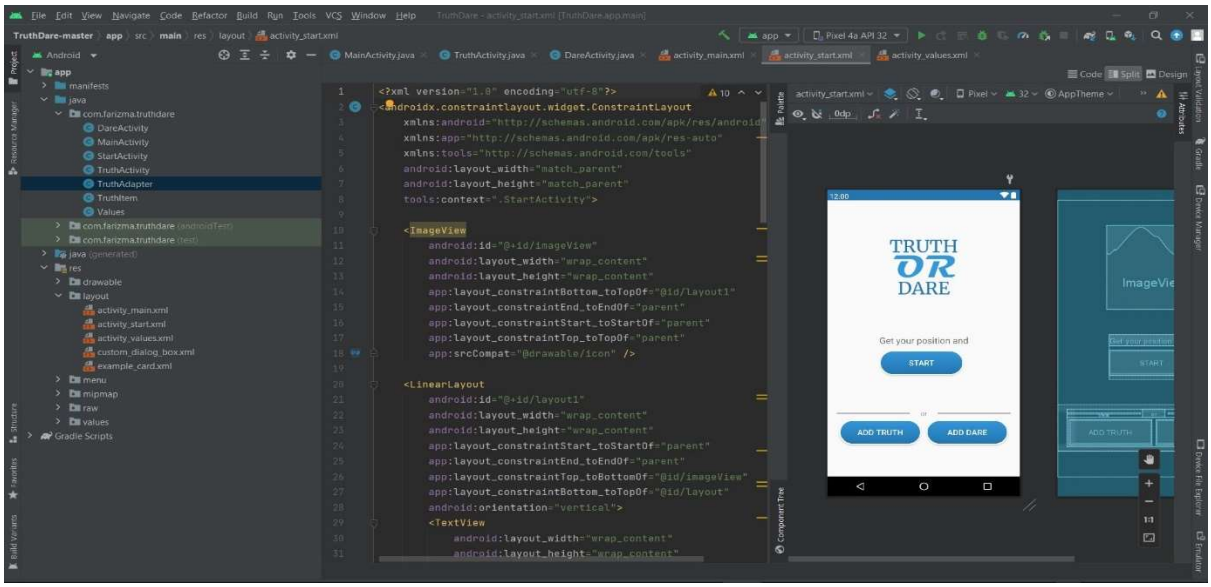
Fig 4.3.3: Data Flow Diagram of Truth or Dare Application

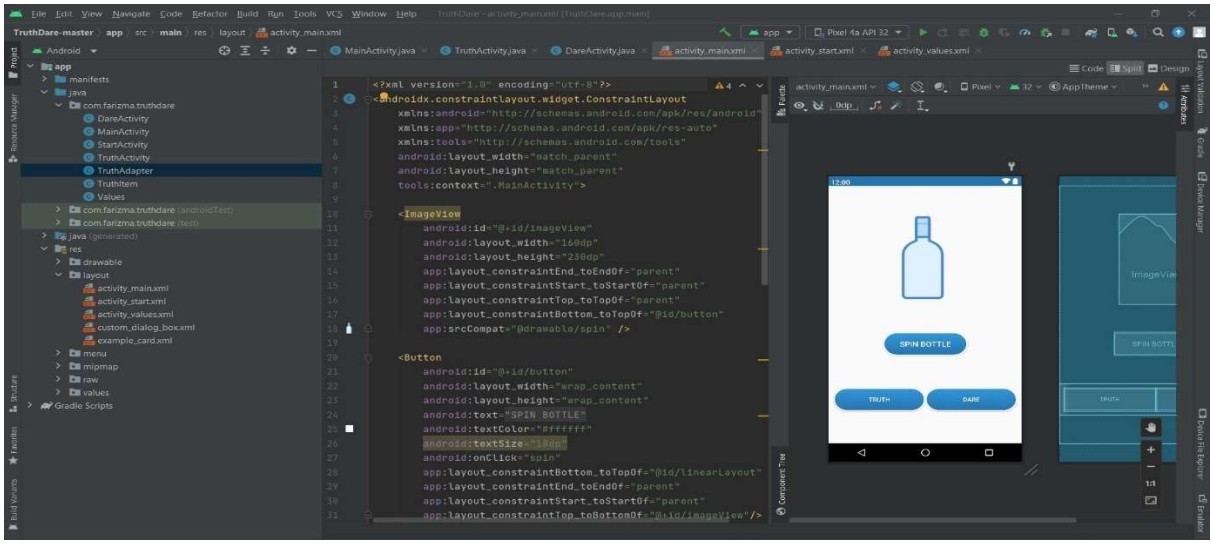
CHAPTER 5

IMPLEMENTATION

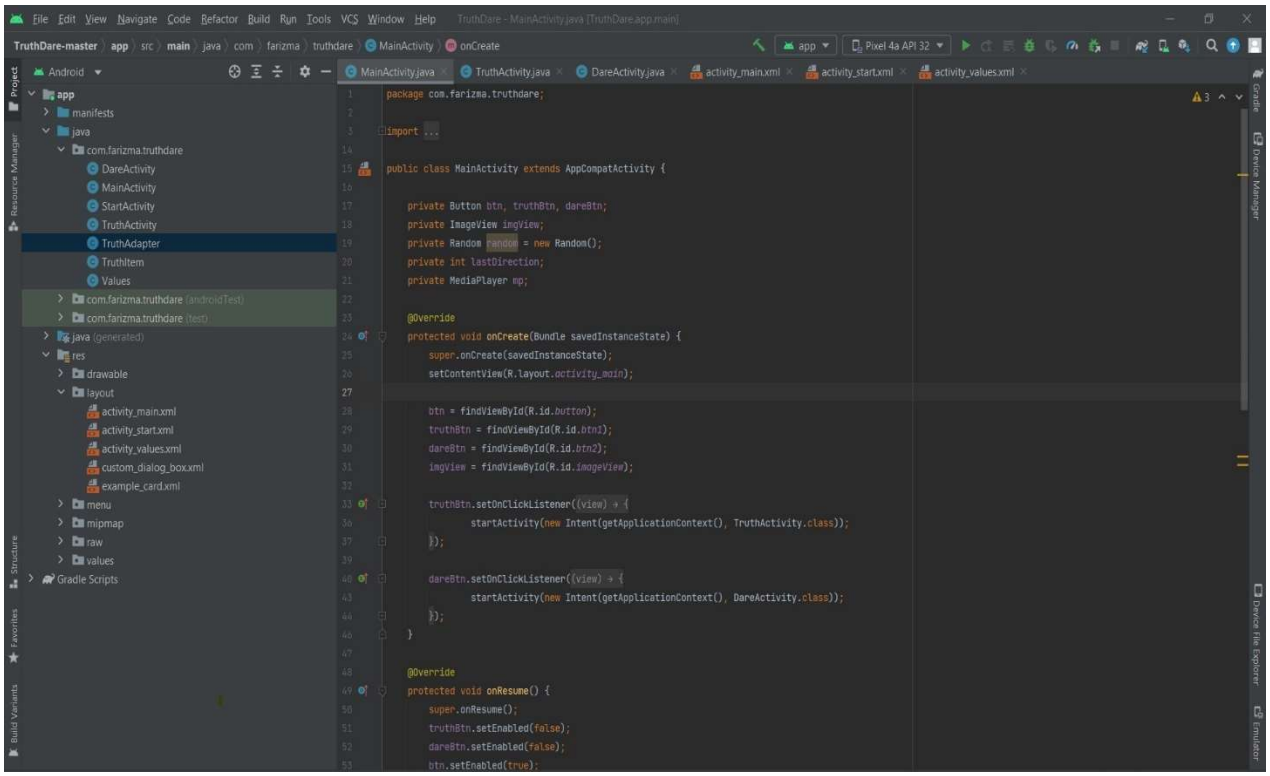
This chapter of the report describes the Functions, packages and modules used in the project:

5.1 XML code Snapshots

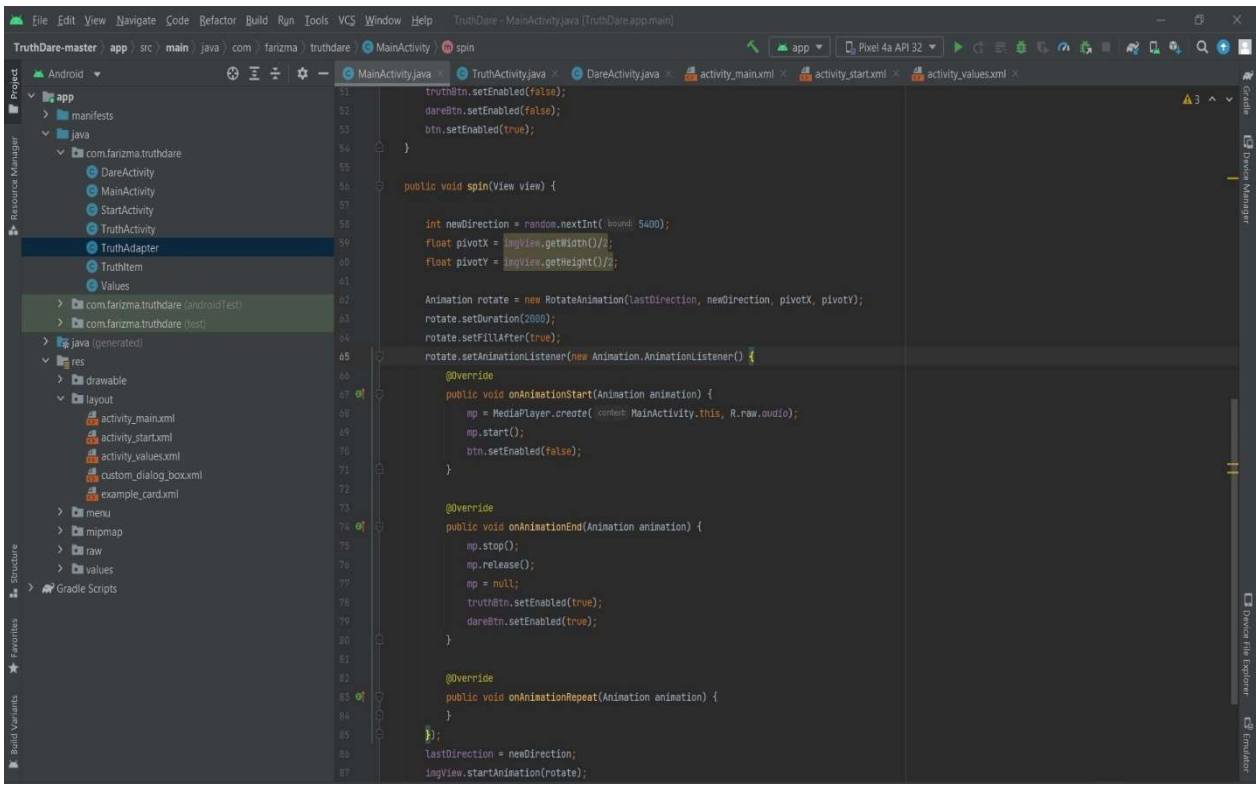




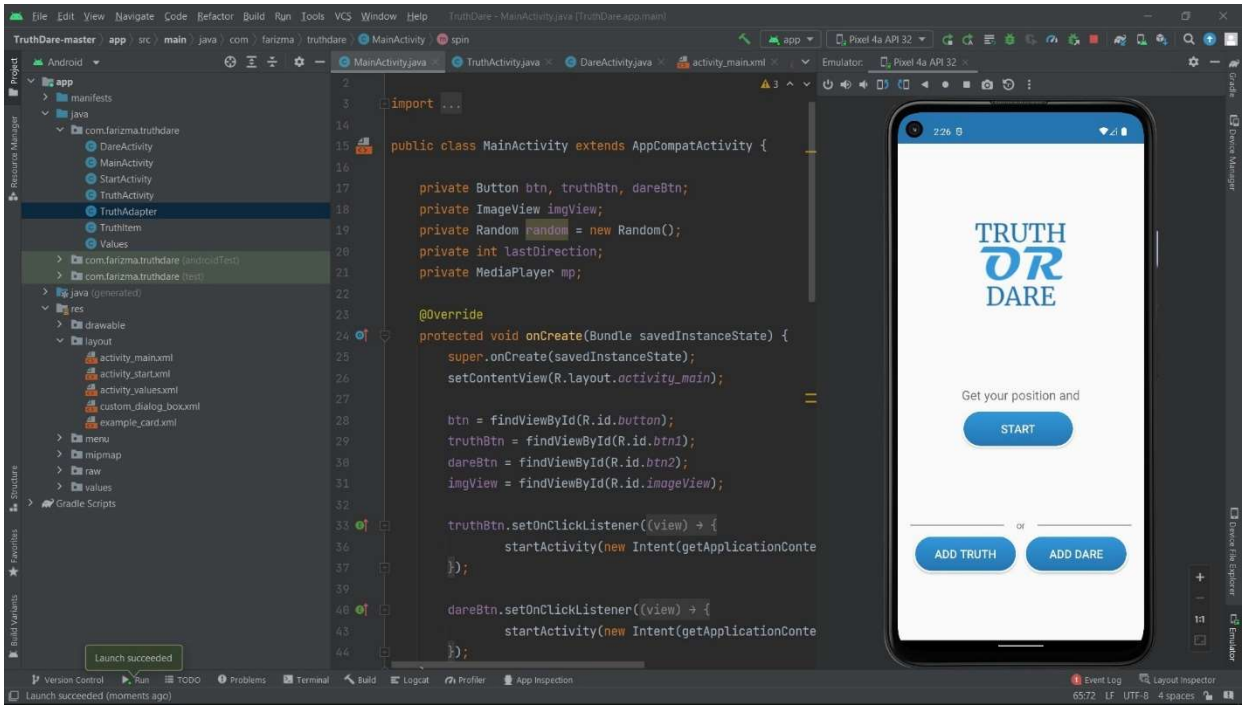
5.2 Source code Snapshots

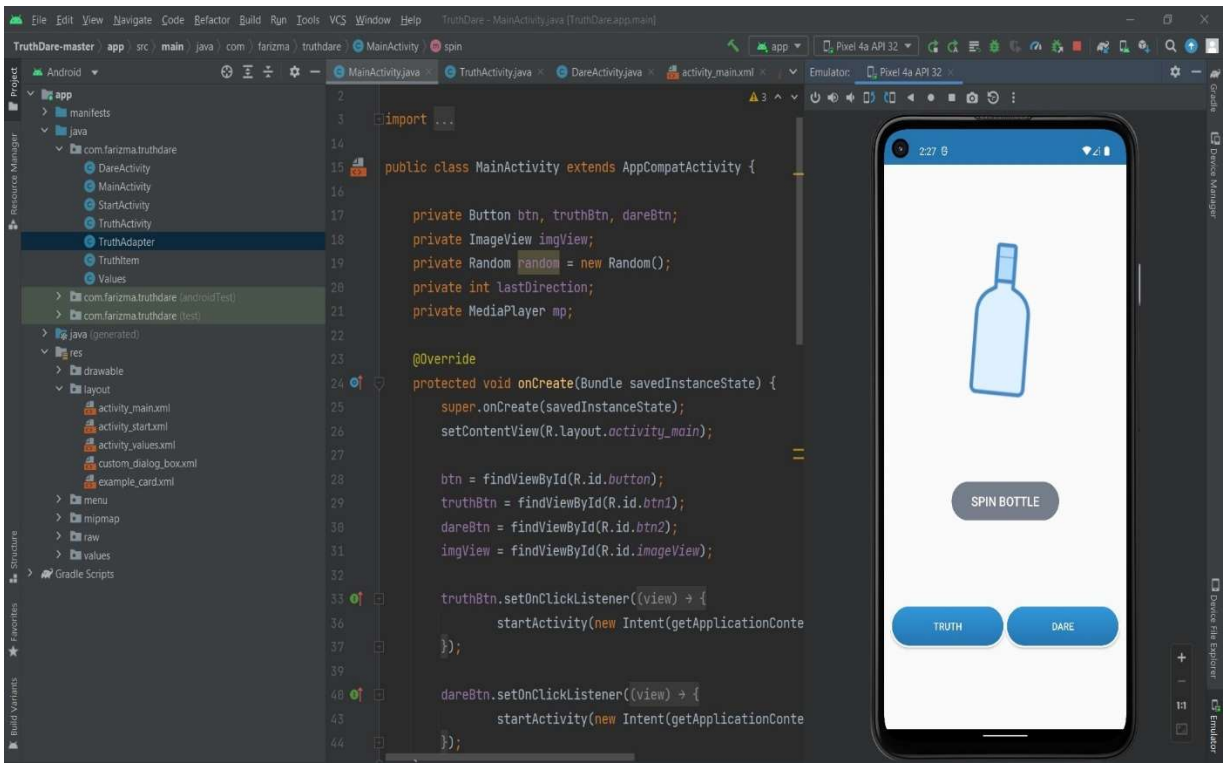


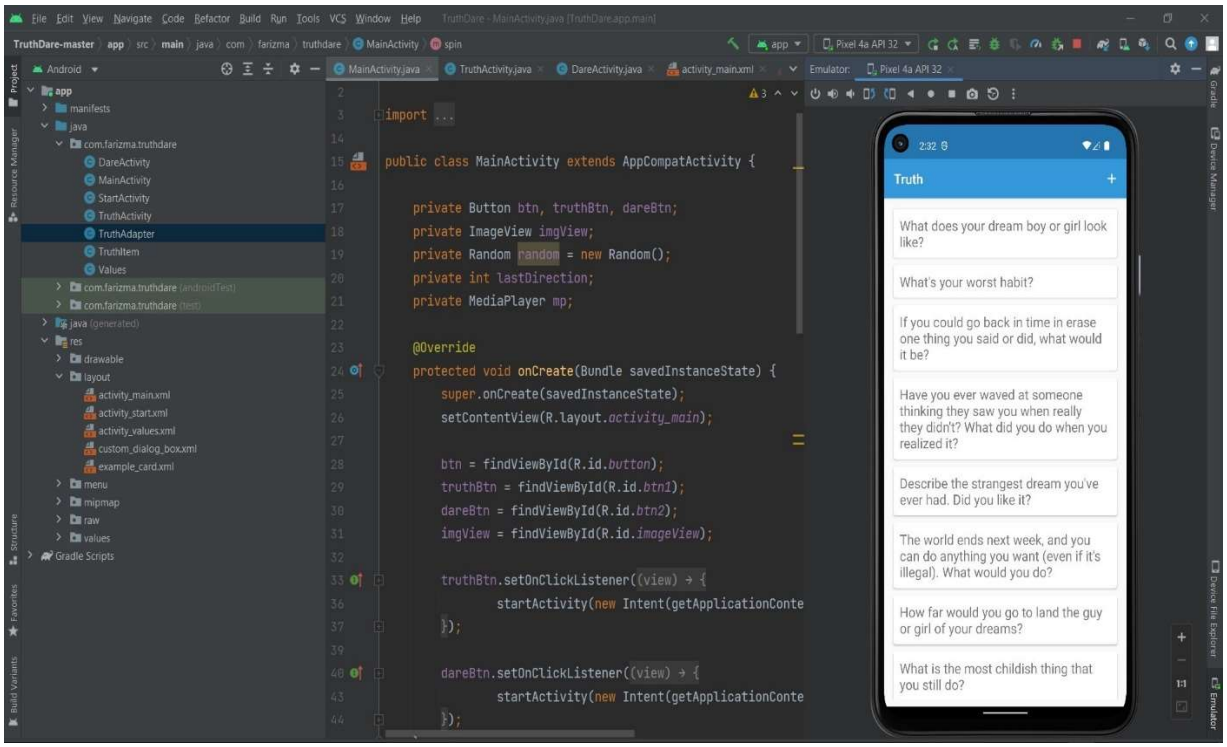
```
package com.farizma.truthdare;

import ...

public class MainActivity extends AppCompatActivity {

    private Button btn, truthBtn, dareBtn;
    private ImageView imgView;
    private Random random = new Random();
    private int lastDirection;
    private MediaPlayer mp;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        btn = findViewById(R.id.button);
        truthBtn = findViewById(R.id.btn1);
        dareBtn = findViewById(R.id.btn2);
        imgView = findViewById(R.id.imageView);

        truthBtn.setOnClickListener((view) -> {
                startActivity(new Intent(getApplicationContext(), TruthActivity.class));
        });

        dareBtn.setOnClickListener((view) -> {
                startActivity(new Intent(getApplicationContext(), DareActivity.class));
        });
    }

    @Override
    protected void onResume() {
        super.onResume();
        truthBtn.setEnabled(false);
        dareBtn.setEnabled(false);
        btn.setEnabled(true);
```

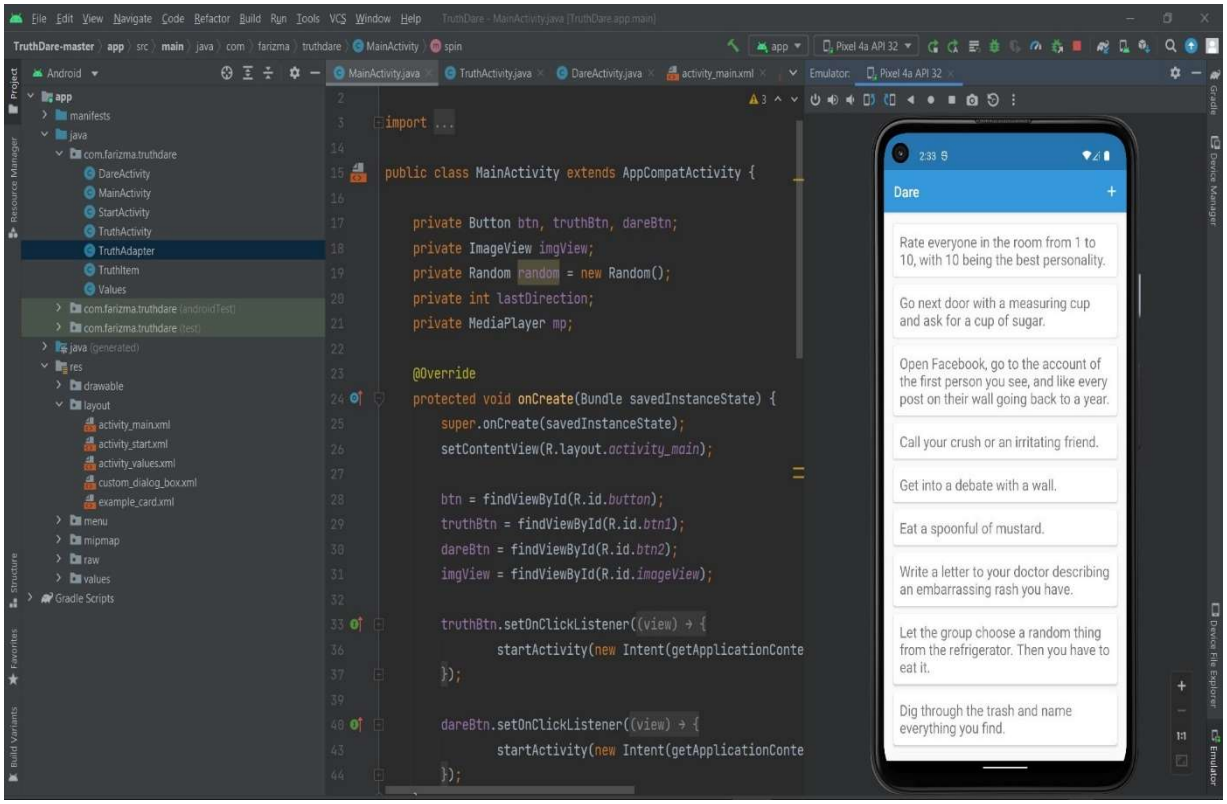


```
        truthBtn.setEnabled(false);
        dareBtn.setEnabled(false);
        btn.setEnabled(true);
    }

    public void spin(View view) {

        int newDirection = random.nextInt( bound: 5400);
        float pivotX = imgView.getWidth()/2;
        float pivotY = imgView.getHeight()/2;

        Animation rotate = new RotateAnimation(lastDirection, newDirection, pivotX, pivotY);
        rotate.setDuration(2000);
        rotate.setFillAfter(true);
        rotate.setAnimationListener(new Animation.AnimationListener() {
            @Override
            public void onAnimationStart(Animation animation) {
                mp = MediaPlayer.create( context: MainActivity.this, R.raw.audio);
                mp.start();
                btn.setEnabled(false);
            }

            @Override
            public void onAnimationEnd(Animation animation) {
                mp.stop();
                mp.release();
                mp = null;
                truthBtn.setEnabled(true);
                dareBtn.setEnabled(true);
            }

            @Override
            public void onAnimationRepeat(Animation animation) {
            }
        });
        lastDirection = newDirection;
        imgView.startAnimation(rotate);
```

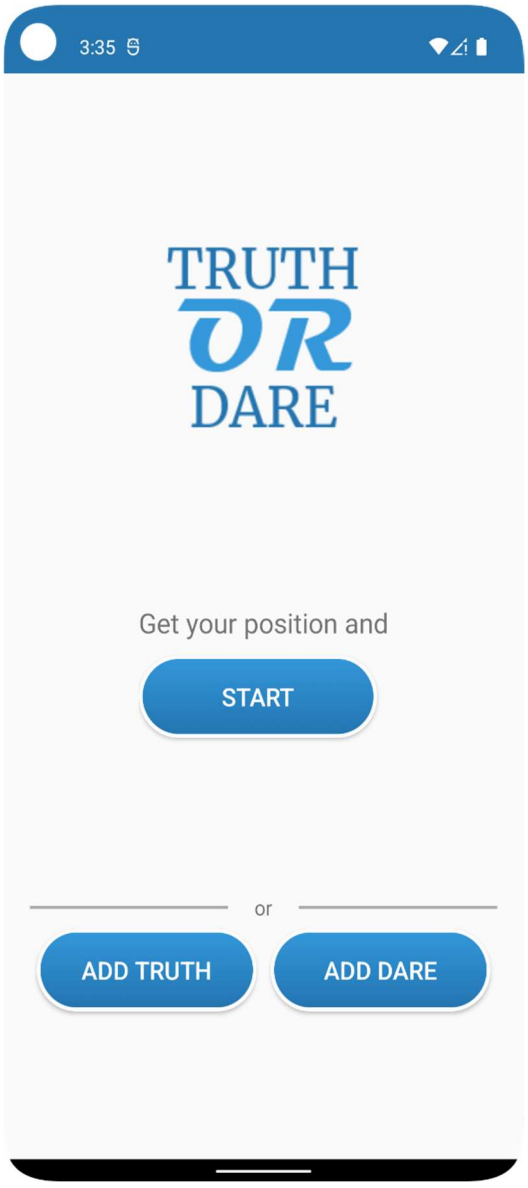

TRUTH
OR
DARE
Get your position and
START
or
ADD TRUTH
ADD DARE
Launch succeeded

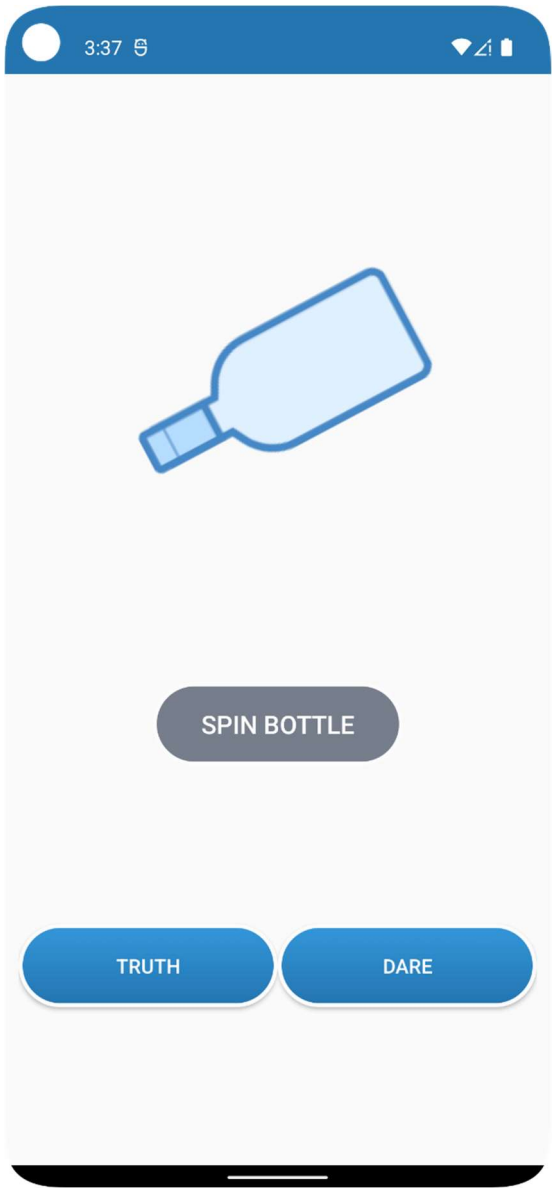

SPIN BOTTLE
TRUTH
DARE

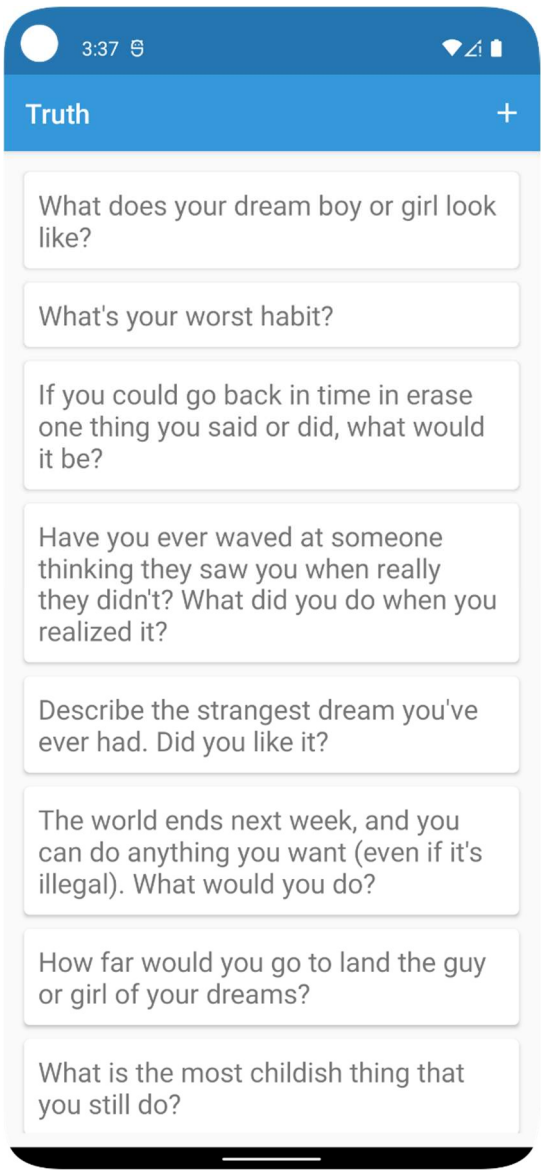

Truth
What does your dream boy or girl look like?
What's your worst habit?
If you could go back in time in erase one thing you said or did, what would it be?
Have you ever waved at someone thinking they saw you when really they didn't? What did you do when you realized it?
Describe the strangest dream you've ever had. Did you like it?
The world ends next week, and you can do anything you want (even if it's illegal). What would you do?
How far would you go to land the guy or girl of your dreams?
What is the most childish thing that you still do?


Dare
Rate everyone in the room from 1 to 10, with 10 being the best personality.
Go next door with a measuring cup and ask for a cup of sugar.
Open Facebook, go to the account of the first person you see, and like every post on their wall going back to a year.
Call your crush or an irritating friend.
Get into a debate with a wall.
Eat a spoonful of mustard.
Write a letter to your doctor describing an embarrassing rash you have.
Let the group choose a random thing from the refrigerator. Then you have to eat it.
Dig through the trash and name everything you find.

5.3 Output Snapshots






3:37
Truth
What does your dream boy or girl look like?
What's your worst habit?
If you could go back in time in erase one thing you said or did, what would it be?
Have you ever waved at someone thinking they saw you when really they didn't? What did you do when you realized it?
Describe the strangest dream you've ever had. Did you like it?
The world ends next week, and you can do anything you want (even if it's illegal). What would you do?
How far would you go to land the guy or girl of your dreams?
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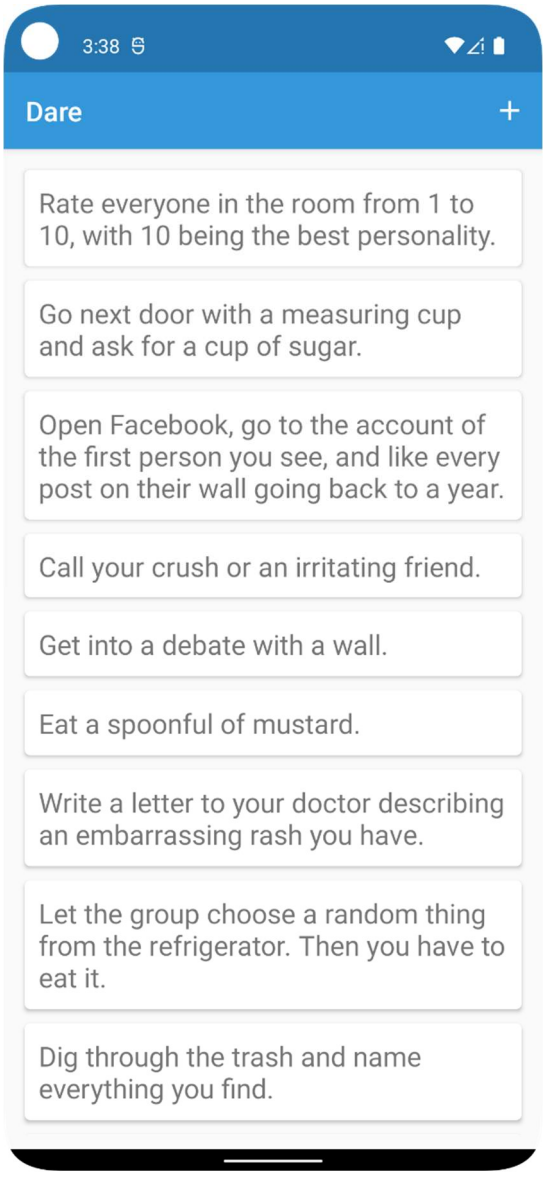
3:38
Dare
Rate everyone in the room from 1 to 10, with 10 being the best personality.
Go next door with a measuring cup and ask for a cup of sugar.
Open Facebook, go to the account of the first person you see, and like every post on their wall going back to a year.
Call your crush or an irritating friend.
Get into a debate with a wall.
Eat a spoonful of mustard.
Write a letter to your doctor describing an embarrassing rash you have.
Let the group choose a random thing from the refrigerator. Then you have to eat it.
Dig through the trash and name everything you find.

5.4 Libraries and Frameworks

5.4.1 XML

Android layouts are written in **extensible Markup Language**, also known as **XML**. Much like HTML (or) Hypertext *Markup Language*), XML is also a markup language. It was created as a standard way to encode data in internet-based applications.

However, *unlike* HTML, XML is case-sensitive, requires each tag is closed properly, and preserves whitespace. Android XML layouts are also part of a larger umbrella of Android files and components called resources. **Resources** are the additional files and static content an application needs, such as animations, colour schemes, layouts, menu layouts. Anatomy of Android XML Layouts is each layout file must contain one root element. Linear Layouts, Relative Layouts, and Frame Layouts may all be root elements. Other layouts may not be. All other XML elements will reside within this root object.

5.4.2 Java

Android App are mostly developed in JAVA language using Android SDK (Software Development Kit). Other languages like C, C++, Scala etc. can also be used for developing Android App, but JAVA is most preferred and mostly used programming language for Android App Development. If you are a beginner in Android then JAVA language and complete knowledge of OOPS concepts is the first thing you need to learn before beginning Android Development.

Java is the technology of choice for building applications using managed code that can execute on mobile devices. It is class based and object-oriented programming whose syntax is influenced by C++.

5.5 Animation

Animation is the process of adding a motion effect to any view, image, or text. With the help of an animation, you can add motion or can change the shape of a specific view. Animation in Android is generally used to give your UI a rich look and feel.

The basic Ways of animations are:

- Fade In Animation.
- Fade Out Animation.
- Cross Fading Animation.
- Blink Animation.
- Zoom In Animation.
- Zoom Out Animation.
- Rotate Animation.
- Move Animation.
- Slide Up Animation.
- Slide Down Animation.
- Bounce Animation.
- Sequential Animation.
- Together Animation.

In our project we have used **Bounce animation** basically bounce effect bounces on element, the element can be of any view such as Text View, Image View, Edit Text and more.

CHAPTER 6

CONCLUSION

The project work titled “Truth or Dare” has been designed using Java and Xml (**extensible Markup Language).** The System developed has proved to be user friendly and efficient in achieving basic goals. The system takes care of all the constrains which have specified.

The system comprises of features like Adding “truths”, Adding “dares”, Spinning the bottle and playing the game effectively. The system is found to be really beneficial for the concerned aspects. Application developed is realistic.

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