# INTRODUCTION

Today the world of entertainment is conquered by mobile games. Whenever and wherever possible we find people bending and craning their necks to win in their gaming world. Reasons vary. Be it to kill time or to pass time, we invariably depend on games. Many researchers found out that games increase mental flexibility. They also play a major role in enhancing the IQ levels of an individual.We can give any message through games ePectively When players play against the clock, it will increase their mental ability and it will enable them to think and make quick and logical decisions. Mobile games can be categorized into many types:

### Action

The most varied category, action games can be shooting galleries, old-school arcade games or fast moving fighters. All require sharp reflexes. A good example would be the intense World War II shooter Siberian Strike.

* 1. Adventure

Adventure games are often a blend of reflex testing and puzzle solving. The pace is a couple degrees slower than an action game. Glyder is one of the better examples of adventure games.

* 1. Card

One of the most popular genres, card titles include solitaire, poker and other titles. There are plenty on the cell phone, but there are some stinkers out there. Be sure to check out my Best Card Games before you buy.

## RPGs

Role playing games, or RPGs, are complex, involving journeys. They have heavy storylines, diverse characters and hours of play. Many mobiles don’t have the tech power or the memory space to handle RPGs, so you’ll find them almost exclusively on the more

high-end smartphones Zenonia is a popular RPG.

* 1. Sports

Sports covers real-life activities like basketball and baseball, as well as more unusual titles. While they can be complex, most mobile sports games focus on one particular part of the experience. For instance, the super casual Paper Toss is strictly about making hoops.

* 1. Strategy

An emphasis on forethought and planning, strategy games are about taking turns on a battlefield.

The game we have developed falls under the category of sports. Here in this game, the user navigates through the complex labyrinth and reaches his destination, which will take him to the higher level. The virus strewn along the path add further complexity to the game. The navigating experience will be exciting and thrilling got the user.

1. SYSTEM ANALYSIS
   1. Problem definition

The existing games are for the sake of entertainment.As they are not giving any message which is helpful to people.

## Proposed System

In the proposed game a ball is moving from a starting point to the destination(end point)while moving through obstacles(virus) whenever the ball touches the virus he will fail the game . so that we should be careful while going from one point to another point and also level by level the difficulty of the game gets increased which increases the users concentration. The game uses a non-visible component called the orientation sensors,which helps the ball to navigate in the direction the user tilts.

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