Bored Games App ™

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Introduction:

Bored Games is an app that allows the user to play multiple mini games all in one app. Thus, enhancing the user experience without resulting to build different apps for multiple games.

Idea and Inspiration:

The inspiration behind this project was that life can be very difficult for everyone and they needed to escape reality, even for once, and that is where the idea of this app originated from. Escapism provide comfort and if they needed to kill time then this app is the perfect remedy for that.

Activities and User scenarios: -

Main Activity:

Launching the app initiate the splash screen which is done by Lottie library as an introductory screen.

Login Activity:

Technically the first screen the user can interact with. Users can login to their account and make sure to let the app remember their information, or change their password if they forgot it, or even go to the Signup page if their new to the app.

Signup Activity:

Users can register her by filling in their information once.

Homepage Activity:

After logging in, users are met with the homepage of the app where they can play games, click on settings, play music, even deleting their account!

Settings Activity:

Users can access the settings bottom sheet from the Homepage. In the settings, users can change their username and languages on the fly and even logging out from the game.

Game Selection Activity:

This is the main hub of games where users can traverse between games and choose which one in any order.

First Game Activity:

Users can play a game called Hangman. It is a game where users have to guess the word by clicking on the letters presented to them.

Second Game Activity:

Users can play a Jigsaw Game. It is a game where users can select from their favorite images or from the default images and try to combine them to form a complete set.

Third Game Activity:

Users can play a Sliding Puzzle. It is a game where users can rearrange block puzzle to their respective number of placements and users can change the difficulty of the game.

Libraries and Technologies used:

1- **MVC Architecture.**
2- **Firebase Authentication.**
3- **Firebase Storage.**
4- **Work Manager (for notifications).**
5- **Coroutines.**
6- **Lottie Animation.**