

Palloveli

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Mobile Project
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Tieto- ja viestintätekniikka

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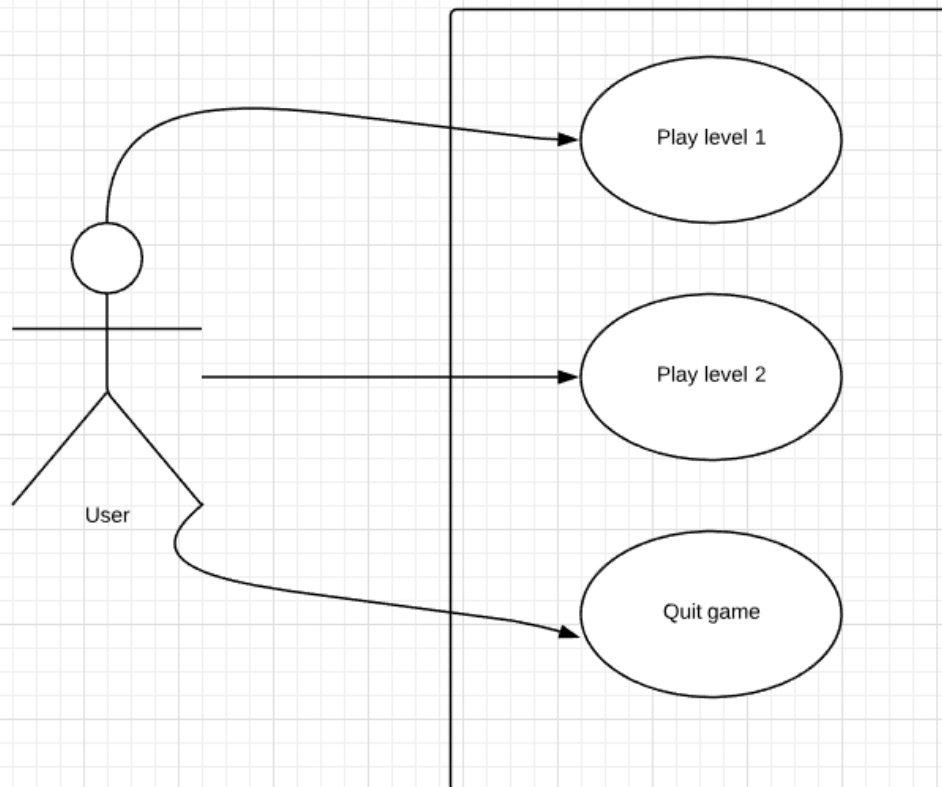
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1 Introduction

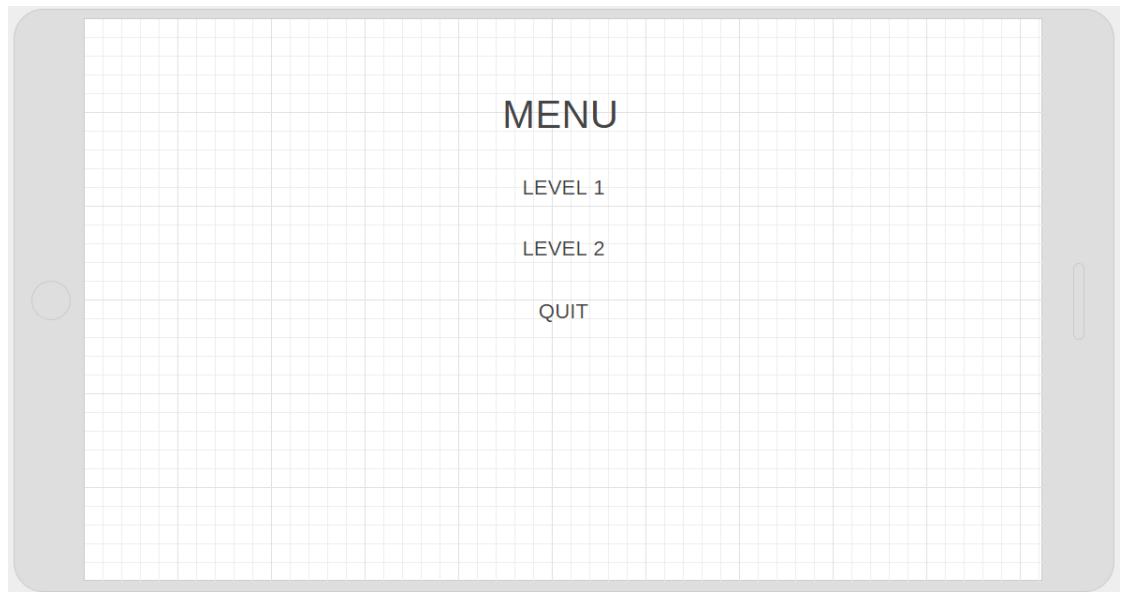
The project was made for Mobile project course and goal was to learn how to use Accelerometer sensor in smart phone and make a game that uses this sensor. Original goal was to make the game with Kotlin on Android Studio but in a lack of time, it was decided to make the game using Unity. Simple tutorial was used to get started with the project: [Link](#)

2 Use Cases

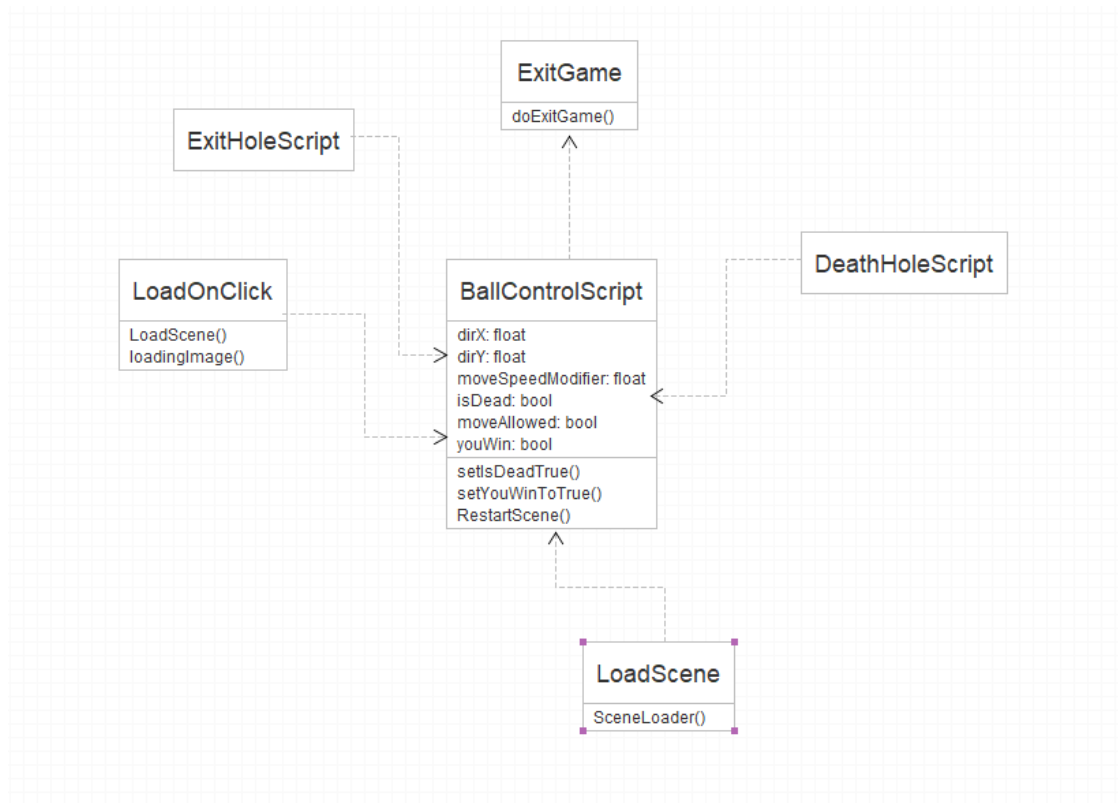
The game has a simple menu with two levels to choose from and button to quit from. Falling in the hole will take you back to menu and winning will trigger the win text.



3 Mockup



4 UML



5 Time usage

Total time used was 50 hours with all the planning, learning and documentation. There was a lot time wasted on switching between coding languages so time usage wasn't good.