**About Mobile app development**

* **Zoshi**

An open source cross platform game written in C++ which supports android, Google Cardboard, and level customization. Can serve as a demonstration of how to build Android games using various newly released and updated open source game technologies from google.

*Link for more information*

<http://android-developers.blogspot.com/2015/11/hungering-for-game-utilities.html>

* **Adobe’s mobile app development platform**

Adobe’s platform can be a good start to build a backbone of the app (gaming app). They provide platforms for quick launch.

*Link for more information*

<http://www.adobe.com/devnet/flash-builder/articles/hello-world.html>

* **Mobile animation app**

There are a few available apps to achieve this. Fixie GIF camera, StickDraw are one such app for android devices to make animations to incorporate in the project.

*Link for more information*

<https://www.nyfa.edu/animation-apps/>

<http://www.sitepoint.com/the-7-best-resources-for-web-and-mobile-app-animations/>

* **Creating android game tutorial**

There are resources available to guide us into making the backbone of android game.

*Link for more information*

<http://www.kilobolt.com/game-development-tutorial.html>

<https://developers.google.com/games/services/android/quickstart>

* **Eclipse Android SDK**

Eclipse android SDK plugin can be installed for the development environment and environment setup can be done. Application fundamentals are discussed in depth on the developer’s guide.

*Link for more information*

<http://developer.android.com/guide/components/fundamentals.html>