BONAFIDE CERTIFICATE

This is to certify that the final year project entitled "Android Game Treasure Hunt" is a bonafide work done by Ankit Prasad, Reg. No. 3521010017, in partial fulfillment of the requirements for the award of the degree of MASTER OF COMPUTER APPLICATIONS. Who carried out the project work under my supervision. Certified further, that to the best of my knowledge the work reported here is does not from any other project report or dissertation on the basis of which a degree or award was conferred on an earlier occasion on this or any other candidate.

Signature of Staff In-Charge (Mr. K. SENTHIL KUMAR)	Head of the Department (Dr. A. SUBBARAYAN)
Signature of external Guide	Signature of Examiner(s)
Name:	1.
	2.
Date:	

ACKNOWLEDGEMENT

I would like to thank God the almighty for showering his numerous blessings on me to complete this project report successfully.

It is my honor-bound duty to thank **Dr. T.R. PACHAMUTHU, B.Sc., M.I.E.,** Founder and Chancellor, **Prof. P. SATHIYANARAYANAN**, president, **Dr. M. PONNAVAIKKO**, vice- chancellor, **Dr. C. MUTHAMIZHCHELVAN**, Director (E&T), SRM University for their endeavor to provide all the facilities required and the interest they showed in the welfare of the staff.

I render my sincere thanks to Head of the Department of Computer Science & Engineering, **Dr. A.SUBBARAYAN**, Head of the Department of computer Applications, SRM University whose constant support and advice made a world of difference to me.

I am profoundly indebted to my project coordinator Mrs. S. Kavitha, M.C.A., M. Phil, Asst. Prof SRM University, Kattankulathur for her innumerable acts of timely advice, encouragements and her guidance throughout the project.

I express my deep sense of heartfelt and immense gratitude to Mr. K. SENTHIL KUMAR, MCA, M. Phil., Asst. Professor (Sr. G), for guiding me throughout my career.

I express my sincere thankfulness to all the teachers and staff of our department. Last but not least; I would like to express my sincere gratitude to my family members, colleagues and friends for their continuous support.

ABSTRACT

Thought Cloud is a social thinking platform that intends to bring people together by the way they think. The concept came into picture by a thought about connecting people who are thinking about the exact same thing at the same time.\\ Thought Cloud relies its core strength on -Preciseness - Restricted to three words long thoughts only.Lucidity - Easy and interactive design makes it a child's play to use it. Innovation - Innovative feature of real time thought mapping by demography. Thought Cloud c:geo is a simple to use but powerful geocaching client with a lot of additional features. All you need to get started is an account on geocaching.com. Find caches using the live map or by using one of the many search functions. Navigate to a cache or a waypoint of a cache with the built-in compass function, the map or hand over the coordinates to various external apps (e.g. Radar, Google Navigation, StreetView, Locus, Navigon, Sygic and many more

Store cache information to your device directly from geocaching.com as well as via GPX file import to have it available whenever you want. You can manage your stored caches in different lists and can sort and filter them according to your needs Stored caches together with offline map files or static maps can be used to find caches without an internet connection (e.g. when roaming).

Logs can be posted online or stored offline for later submission or exported via field notes. Search and discover trackables, manage your trackable inventory and drop a trackable while posting a cache log.

TABLE OF CONTENTS

CHAPTER NO.	TITLE	PAGE NO.
	BONAFIDE CERTIFICATE ACKNOWLEDGEMENT ABSTRACT TABLE OF CONTENTS LIST OF FIGURES LIST OF SYMBOLS LIST OF ABBREVIATIONS LIST OF TABLES	I II III IV VIII XI XIII
1.	INTRODUCTION 1.1 BACKGROUND 1.2 IMPLEMENTATION AND METHODOLOGY 1.3 DESIGNING TREASURE HUNTING GAME 1.4 PROPOSED SYSTEM ADVANTAGES 1.5 LOCATIONS RULES 1.6 TRACTABLE 1.7 CONCLUSION	1 2 3 4 4 5 6

	REQUIREMENT ENGINEERING	
	2.1 HARDWARE REQUIREMENT	7
2	2.2 SOFTWARE REQUIREMENT	7
2.	2.3 FUNCTIONAL REQUIREMENT	8
	2.4 NON FUNCTIONAL REQUIREMENTS	8
	2.5 REQUIREMENT	8
	DATABASE DESIGN	
3.	3.1 INTRODUCTION 11	11
	3.2 SYSTEM AND DATABASE DESIGN 11	11
	SYSTEM DESIGN	
4	4.1 DATA FLOW DIAGRAM	14
4.	4.2 SEQUENCE DIAGRAM	16
	4.3 ACTIVITY DIAGRAM	17
	4.4 USE CASE DIAGRAM	17
	INPUT OUTPUT DESIGN	
5	5.1 INPUT DESIGN	19
	5.2 OUTPUT DESIGN	20
	MODULES	

	6.1 MODULE DESCRIPTION	
	6.1.1 SPLASH STARTUP	21
	6.1.2 ASYNC TASK	21
	6.1.3 JSON PARSER	21
	6.1.4 SQL LITE HELPER	
6.	6.1.5 GPS RECEIVER	23
	6.1.6 GOOGLE MAPS API	23
	6.2 SEQUENCE	25
		26
		26
	TESTING	27
	7.1 GENERAL	27
7.	7.2 DEVELOPING METHODOLOGIES	27
	7.3 ROBOTIUM BENEFITS OVER OTHER	27
	7.4 RESULTS	28
	IMPLENTATION	
	8.1 CODE SCREEN SHOTS	32
8.	8.1.1 SPLASH SCREEN	32
	8.1.2 LOCATION MARKER	37
	8.1.3 TASK LIST	49
	8.1.4 USER REGISTRATION	49
9.	SNAPSHOT	51

10.	FUTURE ASPECTS	55
11.	CONCLUSION	56
	REFERENCES	57

LIST OF FIGURES

FIGURE NO	NAME OF THE FIGURE	PAGE NO.
4.1	DATA FLOW DIAGRAM 0	14
4.2	DATA FLOW DIAGRAM 1	15
4.3	A SIMPLE SPLASH SCREEN LOADING	16
4.4	GAME CHECKING FLOW	17
4.5	GAME ACTIVITY FLOW	18
4.6	USE CASE DIAGRAM	18
7.1	ROBOTINIUM AUTOMATIC APPLICATION TESTING PACKAGE	27
7.2	TESTING ON AND OFF HOOK	31
8.2	LOCATION MARKER ACTIVITY	37
9.1	SPASH SCREEN TEAM SELECT	51
9.2	MAIN MENU TASK LIST	52
9.3	OVERLAYS MAP CUSTOM LOCATION	53

9.4	ASYNC LOADING USING SIMPLE ADAPTER	54
9.5	GOOGLE MAPS ON SERVER	54

LIST OF SYSMBOLS

S.NO	NOTATION NAME	NOTATION	DESCRIPTION
1.	Class	-attribute -private -attribute	Represents a collection of similar entities grouped together.
2.	Association	Class A Class B	Associations represent static relationships between classes. Roles represent the way the two classes see each other.
3.	Actor		It aggregates several classes into single classes.
4.	Aggregation	Class A Class A Class B Class B	Interaction between the system and external environment
5.	Relation (extends)		Extends relationship is used when one use case is similar to another use case but does a bit more.

6.	Communication	- 	Communication between various use cases.
7.	State	State	State of the process.
8.	Initial State	$\bigcirc \longrightarrow$	Initial state of the object
9.	Final state		final state of the object
10.	Control flow		Represents various control flow between the states.
11.	Decision box		Represents decision making process from a constraint
12.	Use case	Use case	Interaction between the system and external environment.
13.	Data Process/State		A circle in DFD represents a state or process which has been triggered due to some event or action.

LIST OF ABBREVATION

S.NO	ABBREVATION	EXPANSION
1.	DB	Database
2.	TARs	Tree-based Association Rules
3.	XML	Extensible Markup Language
4.	RTAR	Rooted Tree-based Association Rules
5.	ETAR	Extended Tree-based Association Rules
6.	GUI	Graphical User Interface
7.	CSP	Cloud Service Provider

LIST OF TABLES

TABLE NUMBER	TABLE NAME	PAGE NUMBER
3.1 QUESTION SQL DATABASE		13
3.2	APPLICATION NOT RESPONDING	13
3.2	SETTINGS	
3.3	HASH MAP LINKED TO SIMPLE	13