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**Submitted to:**

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**Project Report:**

Game of Bottle Spinning (Truth and Dare):

**1. Project Overview:**

The Game of Bottle Spinning Android Application is a digital adaptation of the classic party game that combines the thrill of chance with the excitement of truth and dare challenges. The app serves as a virtual spinner, eliminating the need for a physical bottle, making it accessible and convenient for users to enjoy the game anytime, anywhere.

**2. Objectives:**

* Create a user-friendly and engaging Android application that simulates the traditional bottle spinning game.
* Incorporate a variety of truth and dare challenges to keep the gameplay interesting and dynamic.
* Provide customization options for users to add their own truth and dare questions.
* Ensure smooth functionality and responsiveness for an optimal user experience.

**3. Features:**

**Bottle Spinner:**

A realistic virtual bottle that spins when the user taps the screen, simulating the traditional spinning motion.

**Truth and Dare Challenges:**

A diverse set of pre-loaded truth and dare challenges to add variety to the gameplay.

**Customization:**

Users can add their own truth and dare questions, allowing for a personalized experience.

**Multiplayer Mode:**

Support for multiple players, ensuring a social and interactive experience.

**Scorekeeping:**

Track and display scores for truth and dare challenges to add a competitive element to the game.

**Responsive Design:**

Compatibility with various screen sizes and resolutions for a seamless experience on different Android devices.

**4. Technical Specifications:**

Platform: Android, ios.

Programming Language: Java

Database: SQLite for storing user-added truth and dare questions.

User Interface: Intuitive and user-friendly design with interactive elements for a visually appealing experience.

**5. Development Process:**

* Conducted market research to identify user preferences and competitor analysis.
* Created wireframes and design mockups to outline the app's user interface.
* Implemented the core spinning algorithm and integrated the truth and dare challenges.
* Developed a user-friendly interface with intuitive navigation and interactive elements.
* Conducted rigorous testing to identify and rectify bugs and ensure a smooth user experience.
* Iteratively improved the app based on user feedback during beta testing.

**6. Conclusion:**

The Game of Bottle Spinning Android Application successfully brings the traditional party game into the digital realm, offering users a fun and customizable experience. The inclusion of user-generated content ensures continuous engagement, making it a versatile and entertaining application for social gatherings.

**7. Future Enhancements:**

* Integration with social media for sharing game highlights.
* In-app purchases for additional truth and dare challenge packs.
* Enhanced multiplayer features, including online multiplayer options.

GITHUB REFRENCE LINK :

<https://github.com/topics/truth-or-dare>