The Development of a Role-Playing Game for The Android Operating System

Mobile Operating Systems

- Apple (iOs) iPhones & iPads
- Blackberry (RIM) BlackBerry Phone & BlackBerry Tablet
- Nokia (Symbian) Nokia Smart Phones
- Samsung (Bada) Samsung Smart Phones & Tablets
- Windows Phone Smart Phones









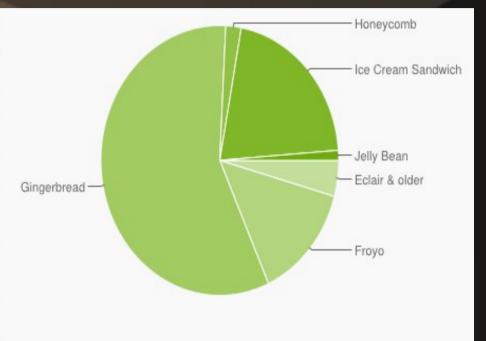


Android Operating Systems

- Programmed in C, C++, & Java
- Open Sourced (Apache 2.0 and GPLv2)
- Founded October 2003
- Initial release: September 23, 2008
- Latest Release: 4.1 Jelly Bean

Android OS Releases

Version	Codename	API	Distribution	
1.5	Cupcake	3	0.2%	
1.6	Donut	4	0.4%	
2.1	Eclair	7	3.7%	
2.2	Froyo	8	14%	
2.3 - 2.3.2	Gingerbread	9	0.3%	
2.3.3 - 2.3.7		10	57.2%	
3.1	Honeycomb	12	0.5%	
3.2		13	1.6%	
4.0 - 4.0.2	Ice Cream Sandwich	14	0.1%	
4.0.3 - 4.0.4		15	20.8%	
4.1	Jelly Bean	16	1.2%	



Data collected during a 14-day period ending on September 4, 2012

Why Android?

- Forward-Compatible: Anything written for an older Kernel (ie. Gingerbread) will work for any Kernel release after Gingerbread.
- Price: There is a wide range of prices for Android phones
- Open Sourced: The source code is available to make modifications.
- Runs Java (Which we will be using to build our project)

Android Applications

- Android App Market: Google Play
- Cost nothing to develop an application.
 - Other markets force you to buy a product before you can start developing your application.
- Development Language: Java

Mobile OS	Android	iOS	RIM	Symbian
Market	Google Play	Apple Market	Black Berry	Nokia Suite
Initial App Store Fee's	\$25.00 One time fee	\$99.00 per year	\$100.00 One time fee	\$73.00 One time fee
Free Apps	Free	Free	Free	Free
Paid Apps	30% of profit	30% of profit	20% of Profit	30% or Profit

Mobile Gaming

- Snake (1997) was the first mobile game.
- In between 1997 − 2007, mobile gaming was not a successfully stable.
- In 2007, the first generation of iPhones brought mobile gaming to life again.
- As smart phones became more "smart," gaming followed right behind.
- With 3D graphics, high resolution screens, and 4G network speeds, gaming was reinvented.
- Angry Birds was initially released December 2009 for iPhones.



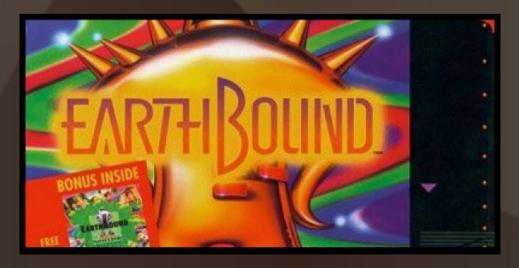






RPG (Role-Playing Game)

- Free roam
- Different experience for every player
- Decision making
- Character personalization
- Extended game-play



Our Game

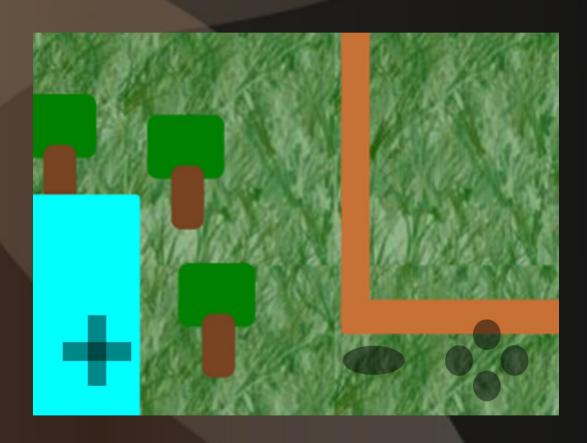
- Dungeon crawler
- Main and side quests
- Hero will level up, gain new abilities and get access to better weapons to defeat his enemies.
- New items will become available to the hero after completing quests.
- Main quest will be saving the town's people that were captured by the antagonist.

Concept Art

Our Hero



Possible UI Layout



Project Time line

By October 2nd:

Main map designed

UI prototype

Quest & stories designed

By October 16th:

Map drawn out

UI finalized

List of items

Graphics engine prototype

By October 30th:

Loadable game

UI implemented

Coding

➤ By November 13th:

Main quest finalized and runnable

Characters fully developed

Items implemented

Game runnable

By November 27th:

Game fully functional

Side quests added

Performance tweak

Finished

References

- http://developer.android.com/about/dashboards/index.html
- http://www.bitrebels.com/technology/the-complete-android-history-timeline-infographic/
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