**Mobile Application Development with Android: Project II**

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**Project Name: Barrel Dodger**

**Project Type: Interactive Android Game**

**Project Description:**

1. What aspects affect energy consumption?
2. What kind of app costs most energy?
3. Is there any way to save the energy from the view of user?
4. Is there any way to save the energy from the view of app developer?
5. Describe all methods you can propose to save energy.
6. Try to use the “Monitor” to evaluate your approaches.