Hide and Seek Game

*Project Proposal*

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**Abstract**—Nowadays, with the increasing features that a smartphone can provide, people and especially children are becoming more and more addicted and reliant on their phone. In fact, children no longer perform the activities that kids usually do, and this can lead to multiple problems. For instance, they can develop psychological issues such as anxiety, depression or even more severe issues that are related to separation, all of that simply because they spend most of their time at home surrounded by either their parents or siblings. Through this proposal, the Hide and Seek Game aims at teaching children how to grow and become more independent while allowing them to have fun at the same time.

Adapted from the IEEE Computer Society template

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# Introduction

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T is obvious that children are preferring to stay at home rather than going outside. This can cause problems in the long run since they are losing their habits of playing and missing the opportunity of having fun with other children of their age. If this trend is to go on, then, this might lead to serious psychological issues such as anxiety, depression, and more importantly, it can create in them fears of separability and some dependability issues.

The Hide and Seek game aims at improving these skills among children, for them to learn how to become a more independent person with a stronger personality.

# Project Description

## Main Objectives

Technology is taking everything into an advanced stage where things are facilitated and enhanced. Our project aims at developing a mobile application whose main purpose is to help children grow into a better environment. As a summary, the Hide and Seek Game will be available as an Android application and it will be designed particularly for children who spend most of their time at home using their phone. It will specifically perform the following:

1. Help children conquer their fear of autonomy and separation.
2. Provide children with joy in reunification.
3. Help children practice and gain independence.
4. Entertain children for them to have a good time.

## Potential Clients

Our system can be used by all group ages. However, it was specifically designed and developed for those children who are isolating themselves from the outside world.

## System Specifications

The main specifications needed by our system are:

1. An Android (or an emulator) device running Android 4.1 ‘Jelly Bean’ (API 16) or above.
2. An Android (or an emulator) device having enough storage to hold and run the application.
3. An Internet connection.
4. A basic custom database using native XML.
5. A device (preferably a PC) running the server program that orchestrates user matching and database functions.

## Software Requirements

The functional requirements are:

1. Upon initial launch of the game, the user should be welcomed as a guest user with a guest ID.
2. They should be then prompted with the option to login with email or with Facebook to avoid losing progress and/or to connect and play with friends.
3. If they choose to login (email or Facebook), the server should create a new XML file named after their username, where their will be stored the uniquely generated ID, the email, and the encrypted password (the username is included in the XML file name).
4. There should be a settings menu where the user can change the buttons layout, the password, the sound and music volumes, the resolution and the camera X and Y sensitivities.
5. They should be able to choose between single player or multiplayer mode.
6. Each of the modes should have sub-modes (different alterations of the original Hide and Seek game).
7. If they choose the multiplayer option, the server should fairly take care of matchmaking and team assigning.
8. The game should start, and the user should be prompted to choose a super-power.
9. Each super-power should be allowed to be chosen by one and only one player.
10. Each super-power should be allowed to be activated once per match.

The non-functional requirements are:

1. Efficiency: The software should have low latency and low power consumption.
2. Maintainability: The software should be easy to update and extend.

## Software Process

Our software will be implemented using the Incremental Software process, and this is because we are developing a smartphone application, with rapidly changing requirements. Our software can also cope with fuzzy and/or incomplete requirements.

# Conclusion

In this day and age, with the continuous evolving technology, people are relying more and more on their smartphones and are becoming reluctant to the idea of going outside and having fun. However, we saw that using our smartphone application, this issue can be resolved easily, since we realized that the problem can be part of the solution. With our application, children can now have fun while still performing the activities that kids usually do.