



INFORMATICS
INSTITUTE OF
TECHNOLOGY

UNIVERSITY OF
WESTMINSTER

Informatics Institute of Technology
Department of Computing
(B.Sc.) in Computer Science

Module: Mobile Application Development

Module Leader: Mr. Torin Wirasingha

M.A.D CWK01 Report Submission

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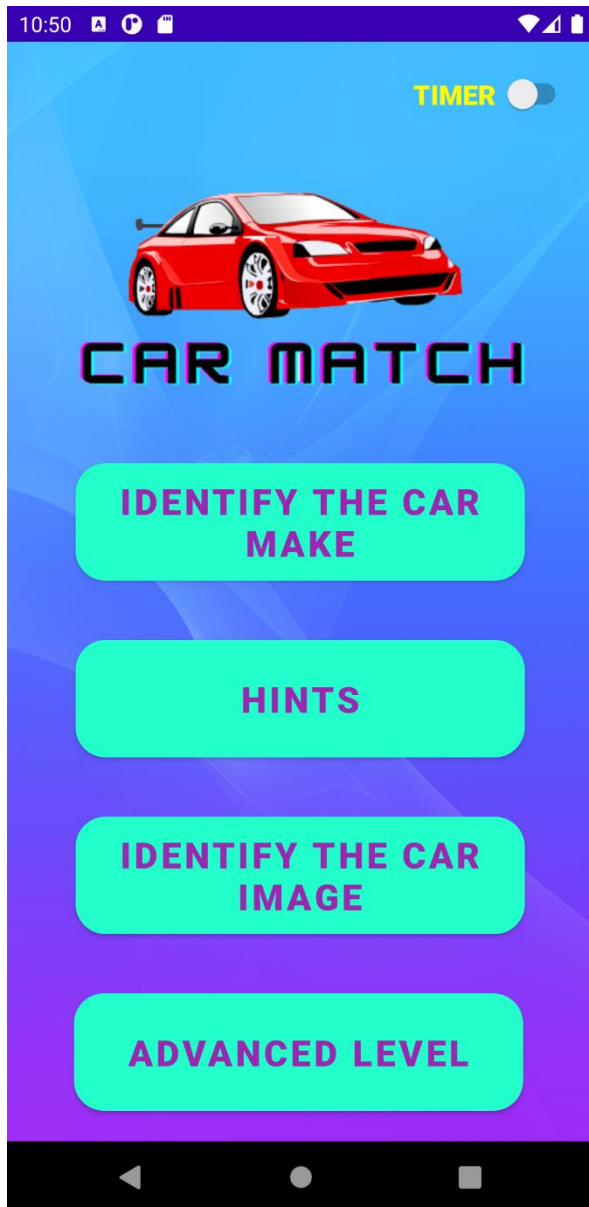
Student Statement

“I confirm that I understand what plagiarism is and have read and understood the section on Assessment Offences in the Essential Information for Students. The work that I have submitted is entirely my own. Any work from other authors is duly referenced and acknowledged.”

Name: Mohamed Gibran Kasif Rumaiz

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Car Match



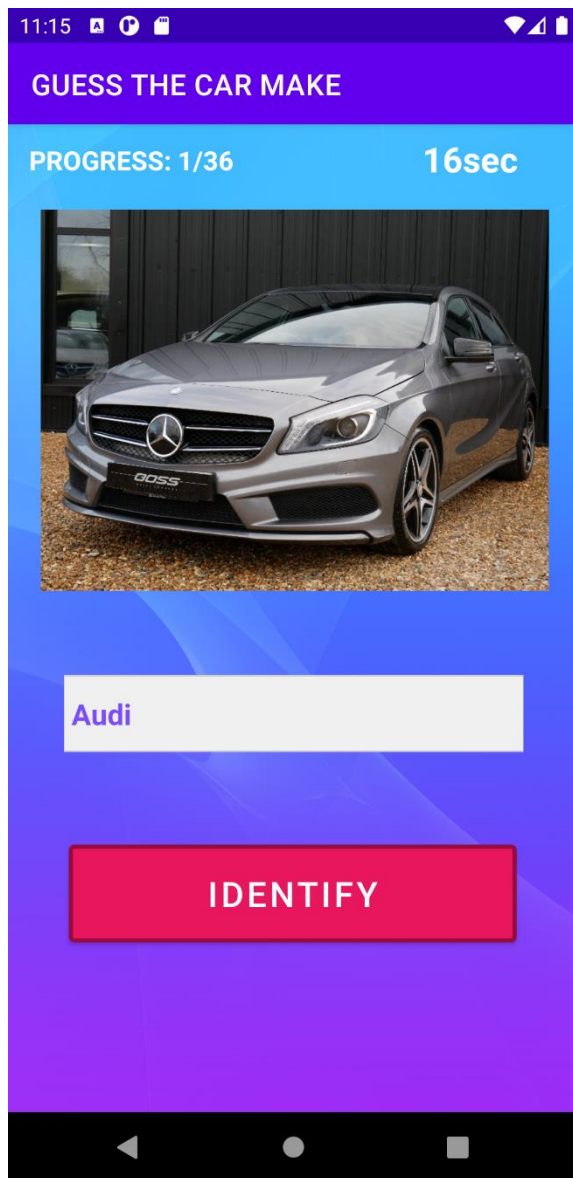
The main screen starts off with the home menu presenting the user all four game modes. Along with the timer toggle menu located on the top left hand-side. The main screen has been designed to give a welcoming game approach when the user opens the app. A custom designed logo was placed to give the user more details and fun elements to exaggerate the game, before even been played.

By selecting the timer option, the user will experience a 20 second time deadline, in order to set a challenge mode for the user.

Technology Incorporated

1. Android Studio 4.1.2
2. Tested Device → Pixel 3a
3. API Target Version → API 30
4. Minimum SDK Version → 16

All featured activity screens

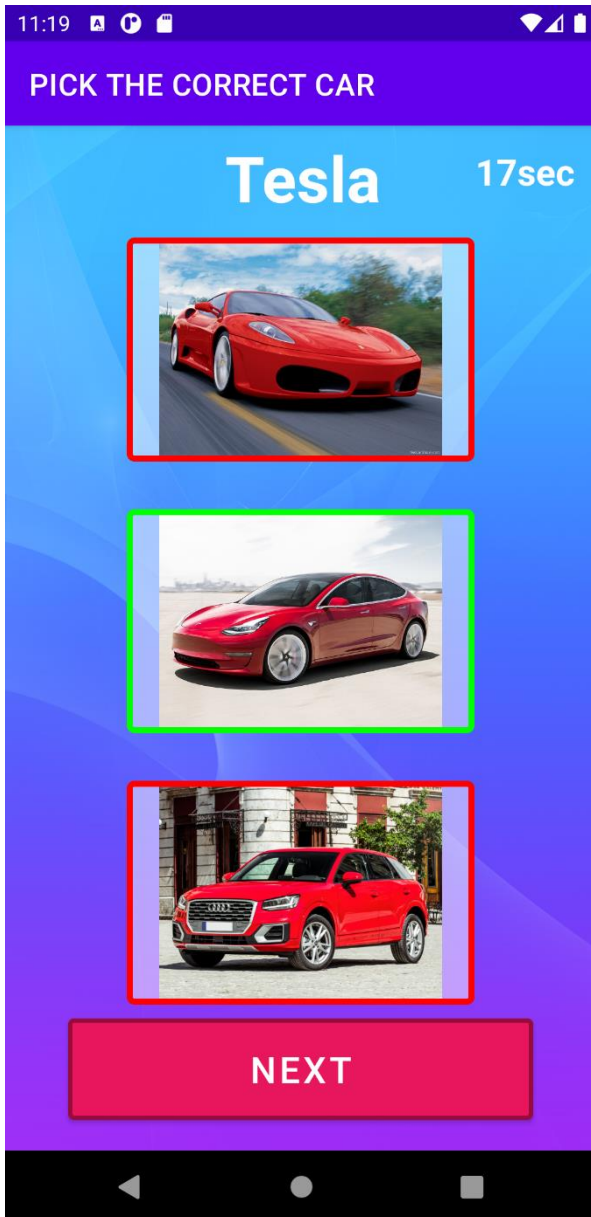


According to the first game, the user has to guess the correct car make based on the presented image. Each image is new random image which will not reappear throughout the entire gameplay.

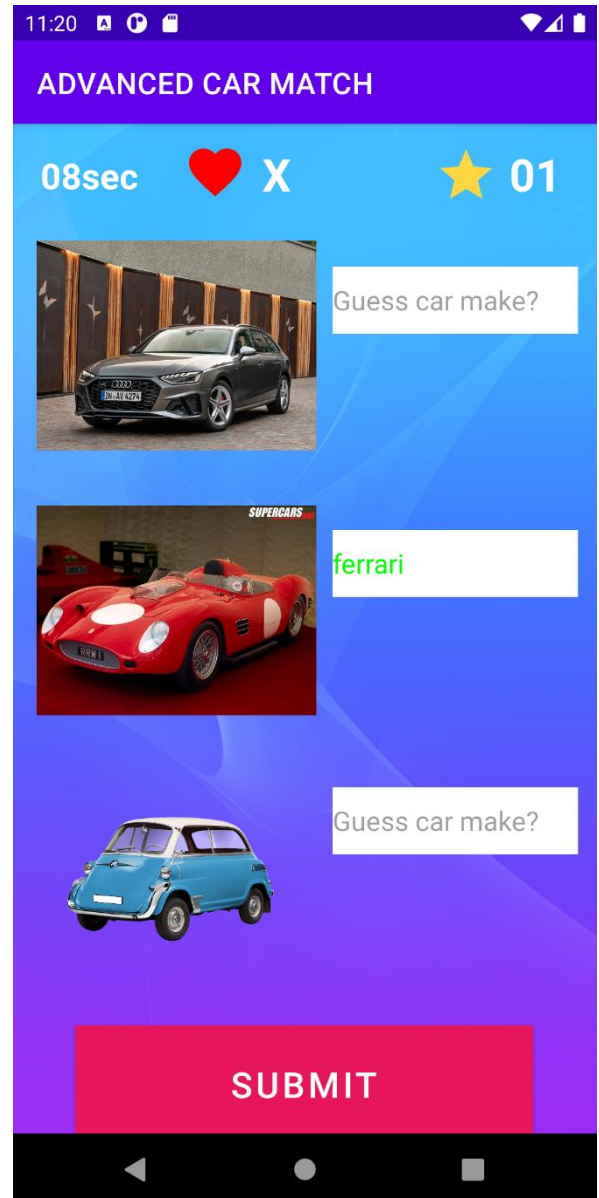
An entire gameplay is represented with 36 images been presented to the user. Each appear in random order.



The second game, is similar to the concept of hangman. Where the user is presented a blank set of lines representing a car make name. Except in this game. There is an image of the vehicle to give a hint. The user has only three lives for one round. Each live is worth 20 seconds



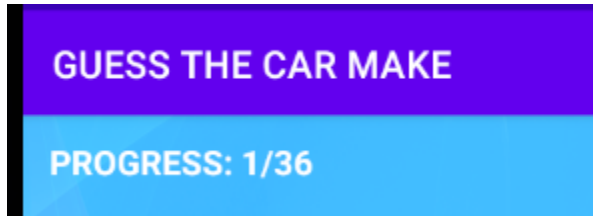
The third game involves picking the right car image based on the presented car make name. This is slightly more complex. As the user has to only rely on the images and car brand. Giving only round per next. Which will then take the user to the next round.



The final one is the major challenging game to test the user's major knowledge on car brands. So, the user has a three lives represented in the form of X crosses as shown above. Once submitted the user will progress to the next round.

Additional Features

Round Progress Bar



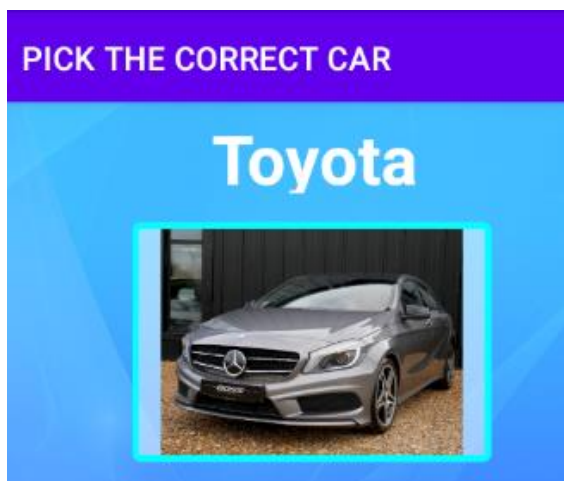
A round progress bar was established in the car make game, to give the user a visual on how many rounds does he or she have to complete the entire gameplay.

Hint Game Loss Lives



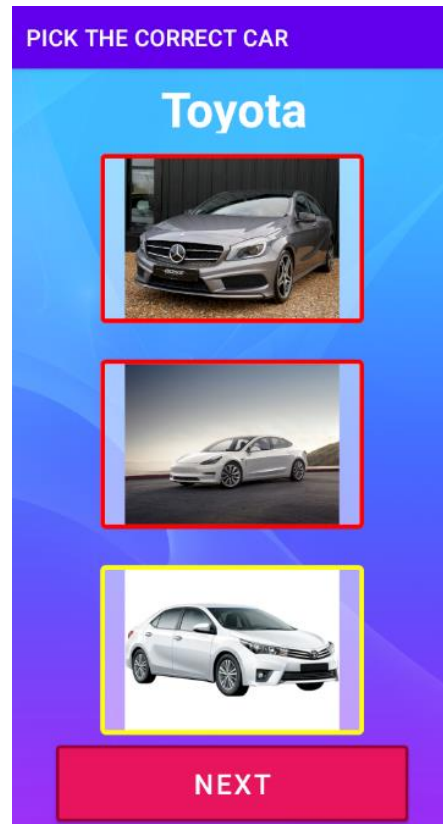
Was established in the hints game to resemble it closer towards the hangman idea. Where he or she can see how many chances they've crossed over.

Button Select border

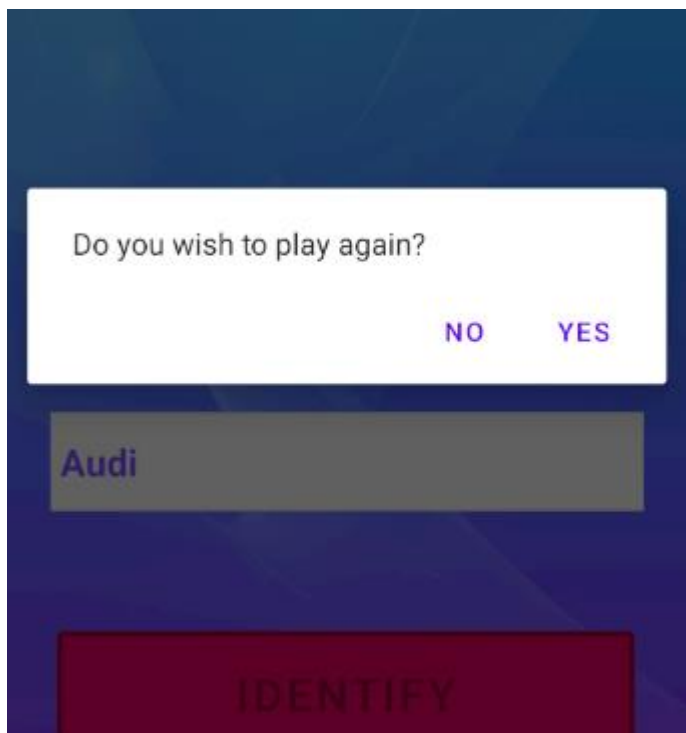


Was implemented in the image game, where the user gets to select any one of the three images once clicked a blue border will be visible to show their selection.

Once submitted all images border colors would change according to the actual result.

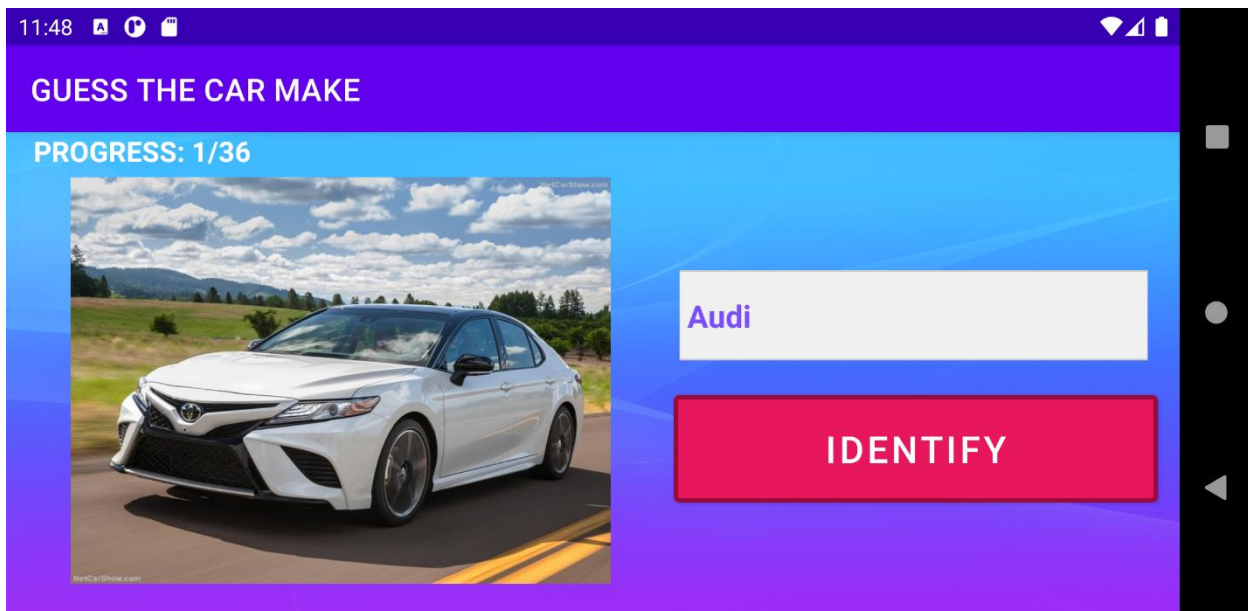
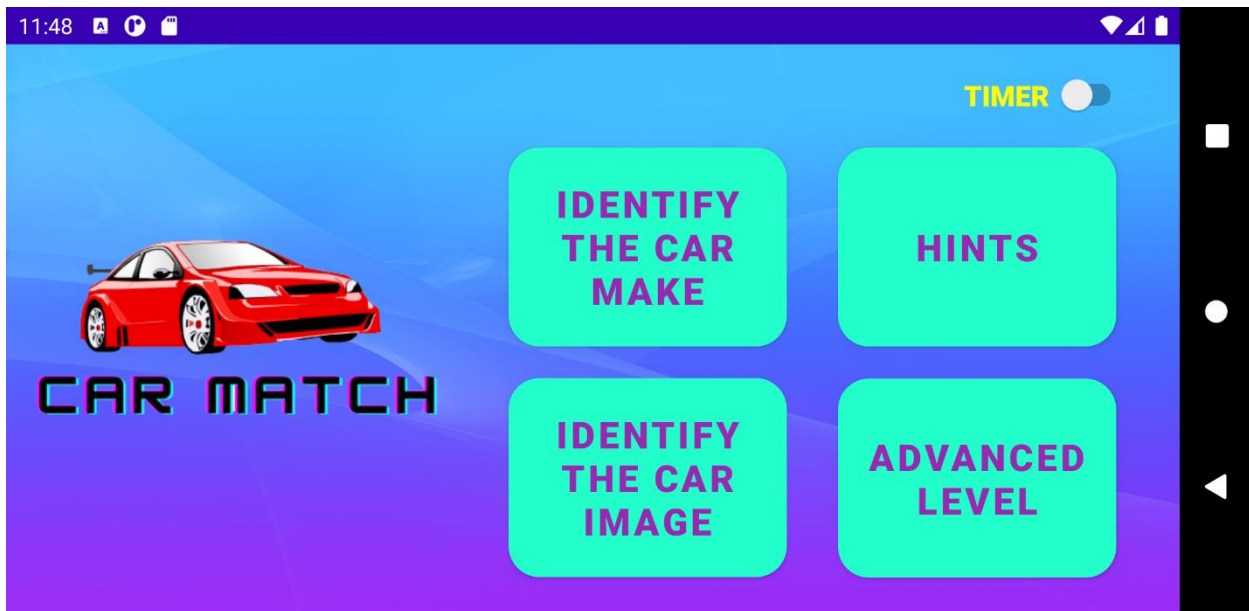


Final Alert at the end of each game



Once the user has successfully gone through all rounds in each game. An alert appears requesting the user to either play the following activity again or return back to the home menu.

Landscape Orientation Layouts for all screens



11:48



GUESS THE HINT

LIFE:



Guess a letter?

SUBMIT

11:48

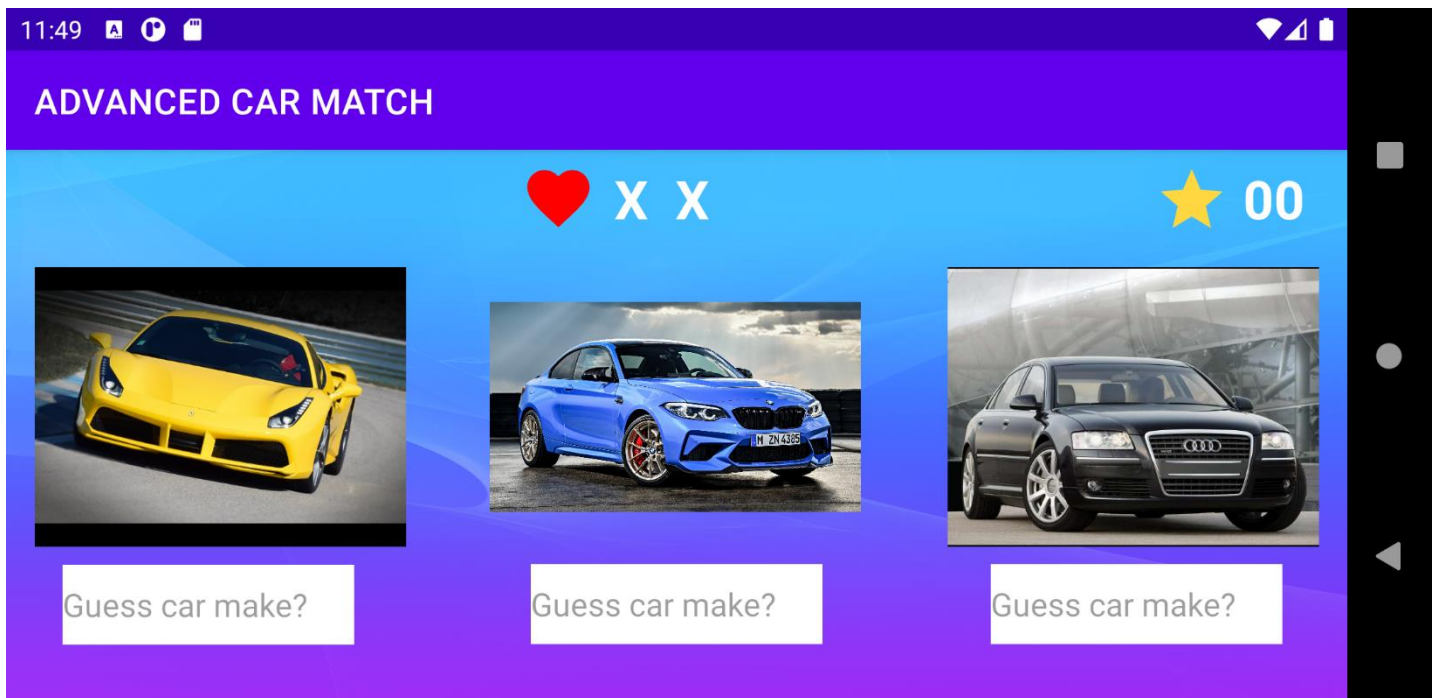


PICK THE CORRECT CAR

Audi



NEXT



References

<https://stackoverflow.com/questions/1397361/how-to-restart-activity-in-android>

<https://stackoverflow.com/questions/22655599/alertdialog-builder-with-custom-layout-and-edittext-cannot-access-view>

<https://stackoverflow.com/questions/46664186/pause-and-continue-countdowntimer-in-android>

<https://www.youtube.com/watch?v=HR-3fm1Pcxg&list=PLfrnkW5d2l6UkJS3uuP9WnRsl1w9rztJX&index=3>