

PROJECT DOCUMENTATION
INTRODUCTION TO MOBILE APPLICATION (TSE3383)

GROUP MEMBERS	ID NUMBER / SECTION
MUHAMMAD IFWAT BIN ISMAIL	AM1805004126
NURUL ATIQA BINTI KAMAL	AM1805004298

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PROJECT BRIEF FORM

INTRODUCTION TO MOBILE APPLICATION (TSE3383)

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1. Project title. [Meaningful, relevant and concise]

Breakout/Arkanoid game

2. Intended user or group of users and their requirements.

Intended user: The intended user for this application is for kids and adults who love playing games. However, this game is very suitable for all peoples and everyone can enjoy it.

User's requirements: The user can use this application to have fun and playing game while in leisure time. Besides that, kids can use this app to gain strong visionary and strong catch up while playing arkanoid game.

3. Objectives and systems requirements. [The characteristics / properties that the final product should possess]

The objectives of this game are to place enjoyment feeling towards gamer since this game does not bring tension to the player. Some people they don't know what to do when they get bored. So, we want to ensure user feel happy and feel relaxing when play this arkanoid game and also to reduce the tension with playing games. In addition, this game also to bring a challenge to player when play the arkanoid game. This game is a bit challenging. User need to control the padel and ball and to ensure all the bricks are destroyed and gain the best score. Furthermore, we want to bring back this classic game and introduce to the new young generation about how fun this game is. It because not many kids today know the existing of this classic game.

System requirement for this game is the player need to enter their name first and their name will be saved in database. Next, start button to start play the game. This game is providing ball to perform breaking the brick, brick and paddle to control the ball movement. Besides that, the player will got 5 marks for each bricks that have been destroyed

4. Hardware and software requirements including operating system, programming languages and database management systems.

Hardware requirement: Laptop window 10.

Software requirement: Livecode.

Operating system: Android and iOS.

Programming languages: Livecode Script programming language.

Database: SQLite.

5. Project schedule [Create a Gantt Chart to show the project schedule: Information gathering, Literature Review, Methodology, System Requirements, Analysis, Design, Implementation and Testing]

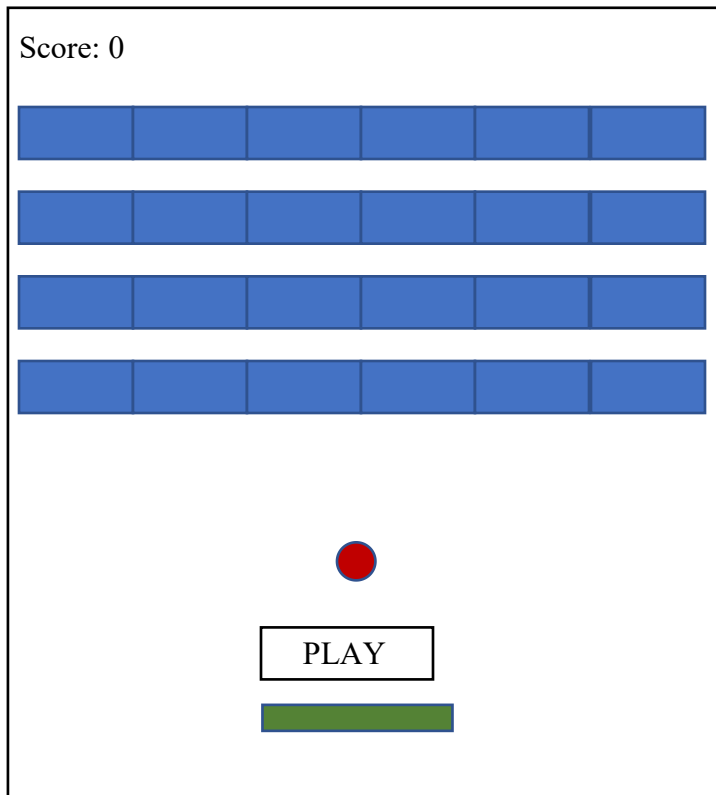
Gantt chart

weeks \ Tasks	1	2	3	4	5	6	7	8	9	10	11	12
Information gathering												
Proposal Making												
Design												
Implementation												
Testing												
Project Presentation												
Documentation												

6. Outline / Synopsis of the project.

We will develop a simple brick game. Here is how simple brick game works. You have layers of bricks and a tossed-up ball with which to break the layers. Controlling the momentum of the ball is a paddle which you have to manoeuvre from side to side. When the ball is bounced up by the paddle, it will hit a brick and then the brick is gone. After that the ball will come down, if the paddle misses the ball, game is over. Users can use the gamepad to control the position of paddle. If there is enough time, the brick can be made more complex. For example, we can hide bonus in some brick and once that brick is bounced, the bonus will jump out on screen the game score will increase greatly.


I. INTERFACE DESIGN (SKETCH OF INTERFACE DESIGN)



 : Ball – An object to break the bricks

 : Paddle – An object to control the movement of the ball

 : Play Button – Button to start the game

 : Brick – An object to be broke out

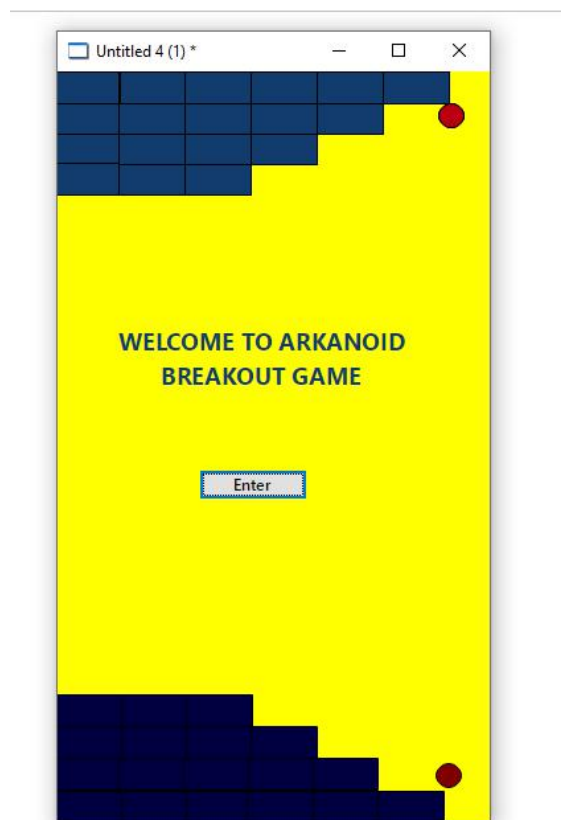
Score: : Recent score

II. TASK DISTRIBUTION (DISTRIBUTION OF TASK AMONG TEAM MEMBERS)

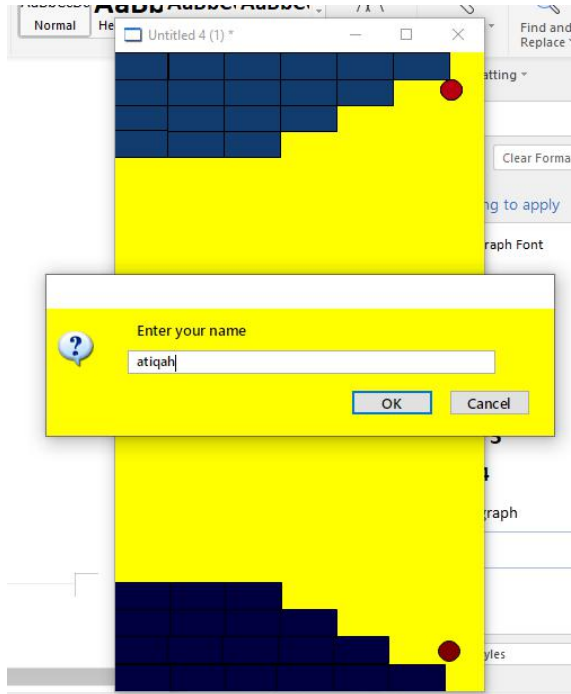
In order to set up this mobile application, my partner and I split up the work on the basis of some of the parts that need to be included in the game. My partner's job is to design an interface that looks simple and easy for users to understand how games work. After designing the interface, he started with coding to make a tool like ball and paddle in the game work perfectly. After that, the next task was taken over by me. It's my job to continue the coding of a start button for the game. I have also set up a data repository for users to store scores from the game. From there users can see the scores they've earned. Upon completion of the application, both of us prepared the documentation for this project as our final task before sending it to our lecturers.

III. USER MANUAL (STEP OF USING YOUR APPS)

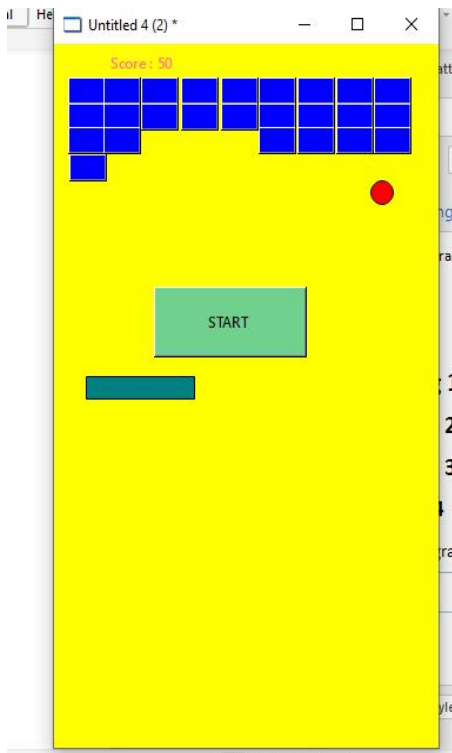
- Home Page of the application



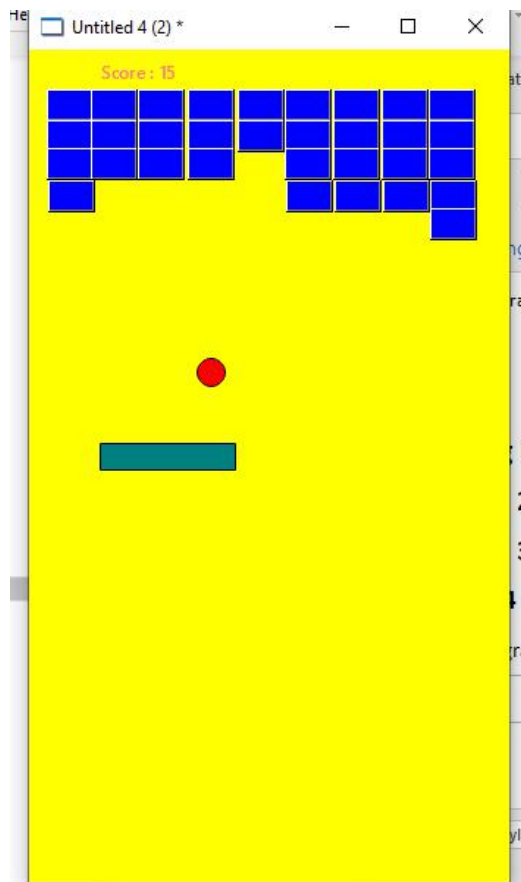
- User need to enter their name



- The interface of the game after user done enter their name.



- User have to click button start and the game will begin



GITHUB LINK

- NURUL ATIQA BINTI MOHAMED KAMAL

<https://github.com/nurulatqah/introduction-to-mobile-application>

- MUHAMMAD IFWAT BIN ISMAIL

<https://github.com/ifwhatismail/mobile-apps>

PROJECT BRIEF EVALUATION FORM

TSE3383

Project Title: Breakout/Arkanoid game

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Assessment Criteria	Marks Awarded	Max Marks	Comments
Project title		5	
Intended user or group of users and their requirements		5	
Objectives and systems requirements		10	
Hardware and software requirements		10	
Project schedule: Gantt Chart		10	

Outline / Synopsis of the project		10	
Total Marks		50	

Marks over 10 %: _____ / 10