

## Abstract

The notion of having a smartphone these days has been common, yet the potential of the technology that these smartphones are capable of remain untapped and unutilised. Project aimed to make use of these technology to come up with new, interesting and creative means of how a game is usually played. The game will feature cooperative gameplay that is implemented using networking between these devices along with a space themed backlog. The development process was conducted based on Barry Boehm's Spiral Model software engineering methodology. In conjunction with the methodology chosen, rapid iterations and playtesting were conducted on the product. Several principles like LeBlanc's Taxonomy of Game Pleasures, Bartle's Taxonomy of Player Types and Jesse Schell's Lens were applied at the design of the game. The project also displays means of handling network latency that was a common issue across all networked games. From playtest session feedbacks, the final product of the game were well received. However, there are still room of improvements to take the game further and be more successful than it already has been.