



FINAL PROJECT FOR MOBILE SYSTEMS 2024

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APP NAME: BRICKBREAKER (GAME)

Framework

➤ Android 12 (API 31)

Development under:

➤ Android Studio 2023.3

➤ Java Source Code



MainActivity:
Start screen with
game instructions.

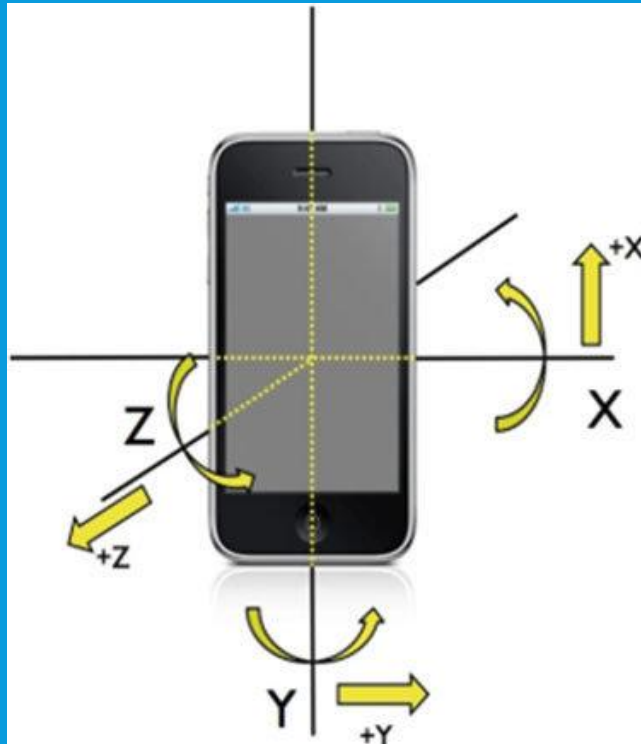
LoadingActivity:
Simulates game
loading.

GameActivity:
Main gameplay
logic and sensor
handling.(core)

ScoreActivity:
Displays score and
high score at the
end.

ACTIVITIES

SENSORS



1. Accelerometer

paddle movement based on device tilt (left-right).

2. Gyroscope

fine-tunes the movement with additional adjustments based on device rotation for smoother control.

UI, LAYOUTS & DATA TRANSFER

UI Elements:

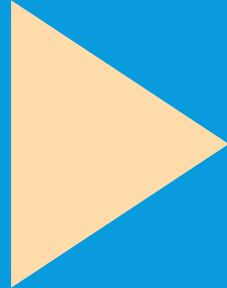
- Full-screen game with SurfaceView, Start button, progress bar, and score display.

Data Transfer:

- Score is shown after each game and high scores are saved for future sessions.

DEMO VIDEO OF THE GAME

*Link to
the video*



[brickbreaker](#)

The image features the words "THANK YOU!" in a bold, sans-serif font. Each letter is a different color: 'T' is blue, 'H' is purple, 'A' is pink, 'N' is orange, 'K' is yellow, 'Y' is green, 'O' is teal, and 'U' is light blue. The text is surrounded by numerous small, colorful dots in shades of blue, purple, pink, orange, and yellow, creating a festive, confetti-like effect. The entire graphic is centered on a white background, which is framed by a solid blue border at the top and bottom.

THANK YOU!