**TREASURE HUNT ANDRIOD BASED**

**GAMING APP**

**PROJECT MEMBERS**

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**AIM**

**T**he objective of the project is to develop an innovative android Gaming app “TREASURE HUNT”, which offer great level of information and Geographical knowledge about various places around the world. It also enhances and test user knowledge and desire to know about Cities, Monuments, and various Landscapes.

**ABSTRACT**

**A**ndroid Gaming has been a revolution over the years, and attracted million of users all around the world. Recent research proved that, knowledge oriented gaming helps students to gain knowledge by activity based learning. Treasure hunt is an innovative app that contributes to enhance Geographical knowledge as well as puzzle cracking skills. Gaming mode also helps to switch between difficult levels of puzzle solving.

**FEATURES**

* Google API Based Map Tracking.
* Multiplayer connectivity.
* Ease of use GUI.

**HARDWARE REQUIREMENTS**

* System : 1. Pentium IV 2.4 GHz (emulator).

2. Android 2.3.3 (android).

* Memory : 1. 40 GB (emulator).

2. 10 MB (android).

* Display : 1. 14’ Colour Monitor (emulator).

2. Touch screen (android).

* Keyboard : 1. 101 Keyboard (emulator).

2. QWERTY keyboard (android).

**SOFTWARE REQUIREMENTS**

* Operating system : ANDROID (GINGERBREAD).
* Coding Language : CORE-Java.
* Data Base : SQL Lite.