

## Department Of Information Technology Master of Computer Application [MCA] SUBJECT: Mobile Computing Using Android SUBJECT CODE: 629402

This is Certify that, **Milan Raval** [Enrollment No: 235160694020 ] Working on Project entitled with **“BOUNCING BALLS”** from Information Technology Department of L.D. College of Engineering, Ahmedabad.

**Signature Of Student: Signature Of Guide: Prof. Jaimin Chavda Sir**

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**Project Details**

* 1. **Application Functions**

# The Bounce Game is an interactive Android game where circles bounce around a physics-based surface. Users can create and clear circles, and the motion is influenced by the device's accelerometer.

# Key Functions:

# Game Initialization: Sets up the initial game state and prepares the physics surface.

# Circle Creation: Allows users to create new circles by touching the screen

# Circle Motion: Updates the position and velocity of circles based on gravitational force and collisions.

# Sensor Integration: Uses accelerometer data to influence the motion of circles.

# Clearing Circles: Provides an option to clear all circles from the screen.

# Existing Application Review

# The Bounce Game offers a dynamic and interactive experience. Similar applications focus on simple physics interactions and user-generated content.

# Review Points:

# Engaging physics-based gameplay

# Interactive user interface

# Real-time response to user input and sensor data.

# Features

# Physics-based Interaction

# User Interaction

# Sensor Integration

# Dynamic Visuals

# Screen Layout Design

# Main Layout (activity\_main.xml)

# 

# Screenshots

# 

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# 

# future scope

# Enhanced Graphics: Improve visual effects and animations.

# Multiplayer Mode: Allow multiple users to interact in the same game environment.

# Augmented Reality (AR): Integrate AR features to project the game onto real-world surfaces.

# Customizable Settings: Enable users to customize game parameters, such as gravity and circle properties