PRACTICUM-III

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About the project :

it's a Gaming application

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Major requirements :

we use MIT app inventor

We are going to use the MIT APP INENTOR in this project.
Start a new project and make a file ninjafruitgame.aia

Project stages

03

Stage 1

First Screen:
The first and most important things for an Android apllication is that it should be able to take some input from the user. So first we will implement Play Button in First Screen. So user should able to start over game.

Now, we will make a second screen layout and make Background Layout and implement some codes

Stage 2

Second Screen:

Stage 3

Third Screen:
We will create third screen and in which our project needs a restart Button. Now we will click and Hold on the word 'Button' in the Palette. Drag over mouse over to the viewer. And Drop the Button and a New Button will appear on the Viewer.

04

Future Scope

Today as we know in the area of technology we totally surrounded by devices and gadgets and I hope so this game will provide a better platform for an individual to improve his skills as this game is based on accuracy, IQ level and many others up hill tasks

05

Thanks