

Hungry Bubbles **User Manual**

About

This is a simple concurrent game that implements the android operating system and java. Originally designed by Timothy Heard, this game was implemented as a class project by a Software Engineering Team at Rochester Institute of Technology.

The User Interface

The start screen is comprised of three buttons: Start Game, Game Stats, and Quit. Once the game is started a game board with a solid yellow colored background will appear with a black Player circle in the center. After startup other colored circles signifying different types of bubbles will appear. The enemy bubbles are red, the bubbles to be consumed are blue and the player bubble is black.

In future implementations the game board will have a customizable solid color and add your own image option. This will place your bubble munching activity into a different universe or more difficult abstract contrast, to add excitement. Another improvement will involve the appearance of the bubbles themselves giving them a spherical luster that reflects a unidirectional light source.

The Rules

- 1) Use your finger to move your Player bubble.
- 2) You must try to consume as many bubbles as you can while not being consumed by any enemy bubbles.
- 3) Do not die.

The Goal

Eat as many victim (blue) bubbles as possible... And don't get eaten by a consumer (red) bubble!

How to install/run Hungry Bubbles

- 1) Download the "Hungry Bubbles.apk " off the internet
- 2) Install the app following the procedure defined in your Android OS operator's manual
- 3) Click "Hungry Bubbles" (an android icon) to start the game