Hungry Bubbles User Manual

About

This is a simple concurrent game built in Java for the Android operating system. 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 allow users to place their 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 appears to be reflecting a unidirectional light source to make them look more similar to real bubbles.

The Rules

1) Use your finger to move your Player bubble.
2) You must try to consume as many of the smaller bubbles (colored blue) as you can while not being consumed by any enemy bubbles (colored red) until your bubble reaches its target size.
3) Do not collide with larger bubbles as this will result in the your bubble being eaten, at which point you have lost the game.

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 or copy it over using a USB cable (may require the installation of the appropriate driver for your device) onto your Android device. If the application is being installed from any source other than the Android marketplace (in the case of future releases) your device must be configured to allow the installation of applications from unknown/third-party sources. This can be done by going to the device settings and selecting "applications" which should display a menu containing a checkbox labeled "Unknown sources" that must be checked to allow the installation of the app. This option may alternatively be under the "Security and Screen Lock" application menu on devices running newer versions of Android.

2) Install the app by navigating to the location of the "Hungry Bubbles.apk" file on your device using the file browser and tap on the file to begin the installation process. You will see a prompt asking you to confirm that you want to allow the installation of the application. Select the install option and once the installation process is complete you should be provided with the option to open the application immediately. You can also open the application by selecting it from the list of installed applications.

*Note: The Hungry Bubbles app requires that the device be running Android version 2.1 (API level 7) or later