

# **DIGITAL PORTFOLIO**

# PERSONAL INFO

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# DIGITAL PORTFOLIO – COCO GAME

# AGENDA

- Problem Statement
- Project Overview
- End Users
- Tools and Technologies
- Portfolio Design and Layout
- Features and Functionality
- Result and Screenshots
- Conclusion

# PROBLEM STATEMENT

- Many mobile and web users look for simple, engaging, and interactive games that provide entertainment while also improving focus and reflexes.
- However, many available games are either too complex or lack creativity.
- The goal is to design a fun, lightweight, and interactive game (Coco Game) that can be played by all age groups without requiring advanced gaming skills.

# PROJECT OVERVIEW

- The Coco Game is a casual, interactive game designed to provide quick entertainment.
- Focuses on simplicity, creativity, and fun mechanics.
- Lightweight and accessible on multiple platforms.
- Offers colorful visuals, smooth animations, and engaging gameplay loops.

# END USERS

- Children (6–15 years) → For entertainment and creativity.
- Young Adults → As a stress-reliever during breaks.
- Casual Gamers → Those who prefer short, fun games.
- Educational Institutions (optional) → As a tool for focus and hand-eye coordination exercises.

# TOOLS AND TECHNOLOGIES

- Game Engine: Unity / Unreal / Construct 3 (depending on what you used).
- Programming Languages: C# / JavaScript / Python (based on the engine).
- Graphics Tools: Photoshop, Illustrator, or free alternatives like GIMP / Canva.
- Sound & Music: Audacity, FL Studio, or royalty-free music libraries.
- Version Control: GitHub / GitLab.



# PORTFOLIO DESIGN AND LAYOUT

- Title Page → Game name, logo, and tagline.
- Introduction Page → Short overview and inspiration behind the game.
- Screenshots Section → Game interface, characters, and environment.
- Features Section → Gameplay highlights.
- Results Section → Performance, user feedback, testing outcomes.
- Conclusion Page → Final remarks and future improvements.

# FEATURES AND FUNCTIONALITY

- Simple tap or swipe-based controls.
- Engaging levels / challenges.
- Scoring system to encourage replayability.
- Attractive UI/UX with animations.
- Option for sound effects and background music.
- Responsive design for multiple devices.

# RESULTS AND SCREENSHOTS

- Show screenshots of:
- Main menu
- Gameplay screen
- Scoreboard / results
- Special features (bonus rounds, levels, characters)

# CONCLUSION

- The Coco Game successfully delivers a fun, engaging, and user-friendly experience for casual gamers. It proves that simple mechanics combined with creative design can keep players entertained.
- Future Enhancements:
  - Multiplayer support.
  - More levels and challenges.
  - Cloud save and leaderboard features.
  - AI-based difficulty adjustments.