CSYE 7270

Building Virtual Environments

Mobile Game

Professor: Nik Bear Brown

TA: Rohan Bharti <bharti.r@husky.neu.edu>

Mobile Game

Counts towards assignment score

### Mobile Game

### Develop a mobile version of a game. Adapt a non-mobile game to convert it to mobile (either Android or iOS)

### (100 Points) Develop a mobile version of a game

Convert an existing game to either Android or iOS.

**Scoring Rubric**

100 points possible

|  |  |
| --- | --- |
| **Requirement** | **Points** |
| Layout and use of screen space | 40 |
| Controls | 40 |
| Tests | 10 |
| Quality | 10 |

**Submission**

You will submit your assignment via BlackBoard.

Click the title of assignment (blackboard -> assignment -> <Title of Assignment>), to go to the submission page.

### Mobile Game Resources

Search “Android game” or “iOS game” on SpringerLink ([http://link.Springer.com/](http://link.springer.com/)).

Textbooks are all available for free to NEU students via SpringerLink ([http://link.Springer.com/](http://link.springer.com/)). You must access SpringerLink from an NEU IP address to have full access and/or download these books.

**References and Links:**

* <https://unity.com/solutions/mobile>
* <https://www.youtube.com/watch?v=kpczi1WUGNE>
* <https://unity3d.com/mobile/solution-guide>
* <https://www.sysbunny.com/blog/10-tips-for-mobile-game-development-using-unity-platform/>
* <https://www.quora.com/How-do-I-learn-to-use-unity-to-make-a-mobile-game>