BUBBLE SMASH GAME

Project Preproposal(Team # 9)

MEMBERS

- Rashmi Tripathi
- Ankita Wankhede
- Manasa Thipparthi
- SaijyothiGudibandi

PROJECT GOAL & OBJECTIVES

This project aims at gaming development in android studio for android phones and tablets.

The aim is to develop an interactive game for mobile platform in android studios and add new features usingthe technologies we get acquainted during our course term.

MOTIVATION

As gaming development is complex, it also brings lot of challenges and learning opportunities at a different level. Also as a team we want to explore different field of development than classic web application development.

OBJECTIVES

There will be a bubble running at random speed on the app and user needs to tap on that bubble to smash it.

There will be three levels: Easy, Intermediateand Expert.

Two scoring modes: Classic, Timebound,

As the level goes up the number of bubbles and the speed will increase making the levels more complex.

SYSTEMFEATURES

In addition to the game, we are including following features utilizing the rest of the knowledge areas gained through this subject like MongoDB, REST services, UI design etc.

- User should be able to create different profile locally or can login from any social account.
- If user login through social account then the user should be able to see his/her friend progress as well.
- Profile should display a picture which can be captured using a camera or from gallery.
- User profile level and best score should be displayed.
- Game can be resumed from the point where user left.

RELATED WORK

BACK UP PROJECT

The backup idea is a **'Near Buy'**. The purpose of this app is to help users search for a product in their location and choose the best store out of it. The main functionalities of this app are.

- Search for a product in the nearby location either by entering text or voice based search.
- It will have an auto complete feature for search
- Compare products from different stores based on the price of the product.
- Get complete information of the store like opening and closing timings, contact details, address of the store
- Get directed to the stores website directly.
- Get directions to the store.
- Can share the details of the product or store to friends

BIBLIOGRAPHY

- **Cho James "http://www.kilobolt.com/game-development-tutorial.html". Kilobolt Studios.**