

BUBBLE SMASH GAME

Project Proposal (Team # 9)

Members:

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Project Goal:

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 using the 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, Intermediate and 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.

Bubbles with different colors are shown so that tapping on a specific bubbles increases score and tapping on some decrease the score

System Features:

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.
- Displaying scoreboard by counting number of bubbles tap.
- Displaying bubbles with different colors, so that tapping on a specific color will increase the score and tapping on some bubbles decreases the score.
- Changing the bubble images based on the GPS Location.
- 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:

Bibliography:

- Cho James “<http://www.kilobolt.com/game-development-tutorial.html>”. Kilobolt Studios.
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