KOLEJ UNIVERSITI POLY-TECH MARA KUALA LUMPUR

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Lecturer **MADAM ANIS JUANITA**	Lab group / Tutorial group / Tutor (if applicable)
Course and Course Code **INTRODUCTION TO MOBILE APPLICATION (TSE3383)**	Submission Date: **22 MAY 2020**
Assignment No. / Title **PROJECT**	Extension & Late submission: Allowed / Disallowed

Assignment type:	% of Assignment Mark	Returning Date:

Penalties:

1. 10% of the original mark will be deducted for every one week period after the submission date
2. No work will be accepted after two weeks of the deadline
3. If you were unable to submit the coursework on time due to extenuating circumstances you may be eligible for an extension
4. Extension will not exceed one week

Declaration: I/we the undersigned confirm that I/we have read and agree to abide by these regulations on plagiarism and cheating. I/we confirm that this piece of work is my/our own. I/we consent to appropriate storage of our work for checking to ensure that there is no plagiarism/ academic cheating.

Signature(s): ---------- ----------
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Full Name (**NUR HAWILAH**) (**NUR SYAKIRAH**)

This section may be used for feedback or other information

GitHub Link :https://github.com/syakirahzalil

I. PROJECT BRIEF

1. Project title. [Meaningful, relevant and concise]

Simple Snake Game

2. Intended user or group of users and their requirements.

Intended User: Discuss who is your target user? User of this apps.

This game can be played by anybody but our target user is for kids below 12 years old because :

- Kids do not know how to play more challenging games.
- Kids easily give up if the game too difficult for them.
- Kids cannot play the game because do not understand the instruction.

3. Objectives and systems requirements. [The characteristics / properties that the final product should possess]

- To develop a simple game that can be played by anybody.
- To develop a game that encourage them to achieve high score.
- To develop a game that can be played by kids even they do not understand the instruction.

System requirements:

- The snake must appear to move around the screen.
- The snake must turn in response to user input.
- The snake will increase in length if it eats food.
- The snake will die if it runs over itself.
- The snake will die if it runs into the walls.
- The snake never stops moving.

4. Hardware and software requirements including operating system, programming languages and database management systems.

Hardware Requirement:

Windows 10 : Windows 10 is a series of operating systems produced by Microsoft and released as part of its Windows NT family of operating systems. It is the successor to Windows 8.1, released nearly two years earlier, and was released to manufacturing on July 15, 2015, and broadly released for retail sale on July 29, 2015.

Software Requirement:-

Livecode : LiveCode is a cross-platform rapid application development run time environment inspired by Hyper Card. It features the LiveCode Script programming language which belongs to the family of xTalk scripting languages like HyperCard's HyperTalk. The environment was introduced in 2001.

Database :

SQLite : SQLite is a relational database management system contained in a C library. In contrast to many other database management systems, SQLite is not a client–server database engine. Rather, it is embedded into the end program.SQLite is a C-language library that implements a small, fast, self-contained, high-reliability, full-featured, SQL database engine. SQLite is the most used database engine in the world. SQLite is built into all mobile phones and most computers and comes bundled inside countless other applications that people use every day.

5. Project schedule [Create a Gantt Chart to show the project schedule: Information gathering, Literature Review, Methodology, System Requirements, Analysis, Design, Implementation and Testing]

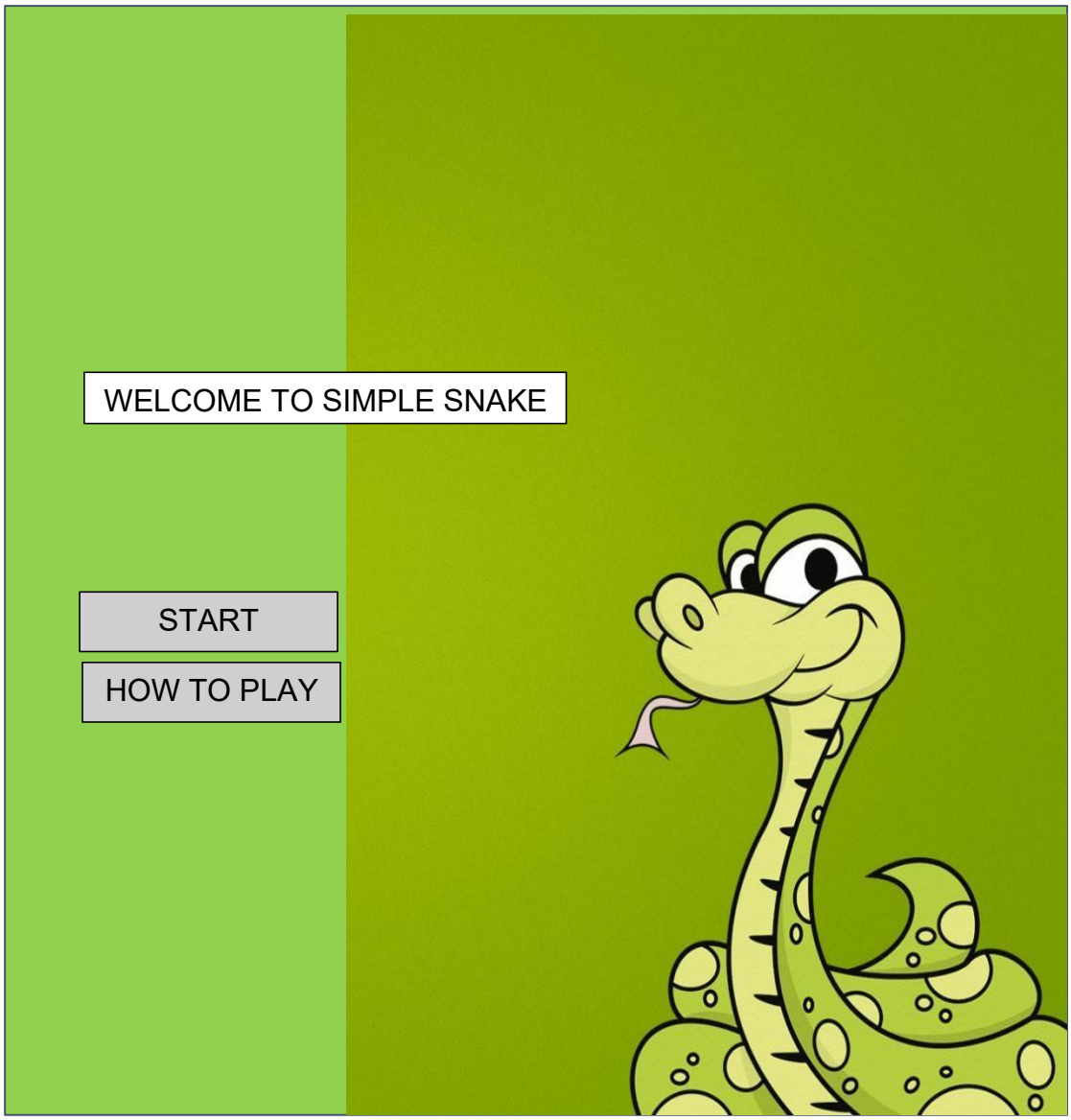
Week / Task	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Making Proposal	■	■												
Information gathering			■	■										
Analysis			■	■										
Design					■	■								
Coding							■	■	■					
Testing										■				
Presentation											■	■		
Report													■	■

6. Outline / Synopsis of the project.

In this project, we will work through the problem solving and project design process to create a Snake game. To create a Snake game that allows users to control the movement of a snake on a screen, to get points for eating food and avoiding running into the walls or the growing tail of the snake itself. This game can be played by anybody but our target user is for kids below 12 years old because kids do not know how to play more challenging games. Kids also easily give up if the game too difficult for them. Kids always have problem in understanding the game's instruction. The hardware that we use is Windows 10 and for the software we use Livecode.

I. Interface Design (sketch of interface design)

First Interface.



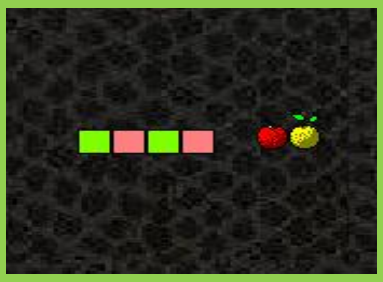
START - A button to start the game.

HOW TO PLAY - This button will explain the instruction how to play the game.

HOW TO PLAY?

1. Use your arrow keyboard to move your snake.

2. EAT THE APPLES!



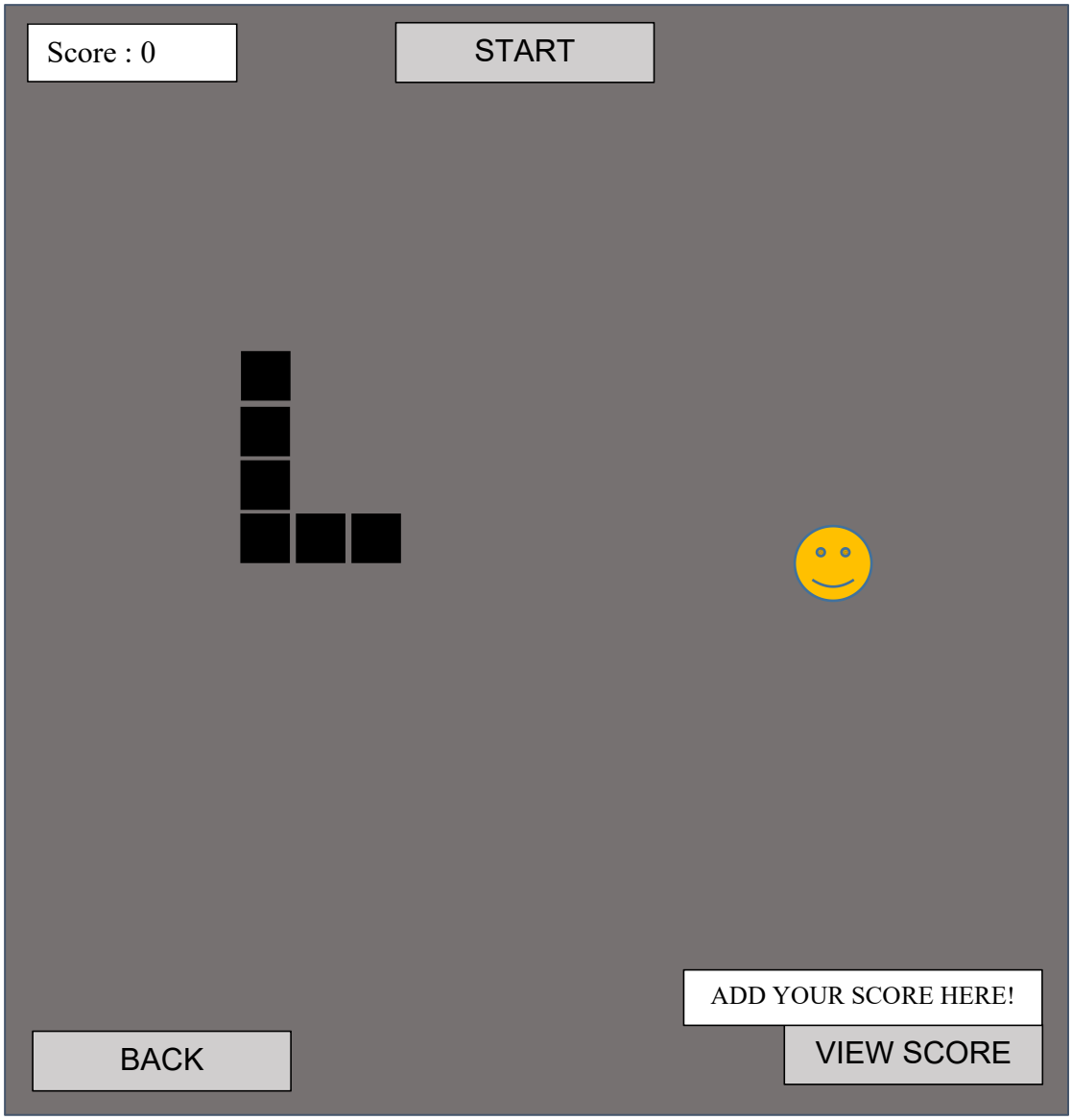
1. Click on "START" button to start your game.

2. The game will end if your snake hit the wall, or his own tail.

3. Click on "ADD SCORE" button to save your score.

BACK TO MENU

BACK TO MENU - This is a button to first interface.



 - An object to be eaten by the snake

START Start Butoon - A button to start the game

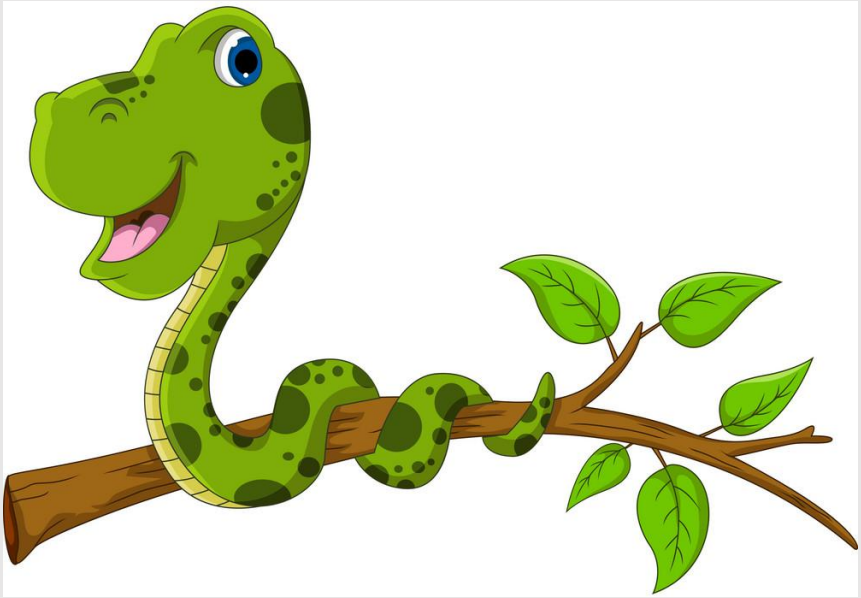
 This is the snake that will eat smiley to grow longer

Score : Recent Score
Highscore : The highest highscore

No	Name	Score	Email	Emaillist
1	svakir	12	svakir	true

ADD YOUR SCORE HERE!

ADD SCORE



GAME

VIEW

EXIT

II. Task Distribution (distribution of task among team members)

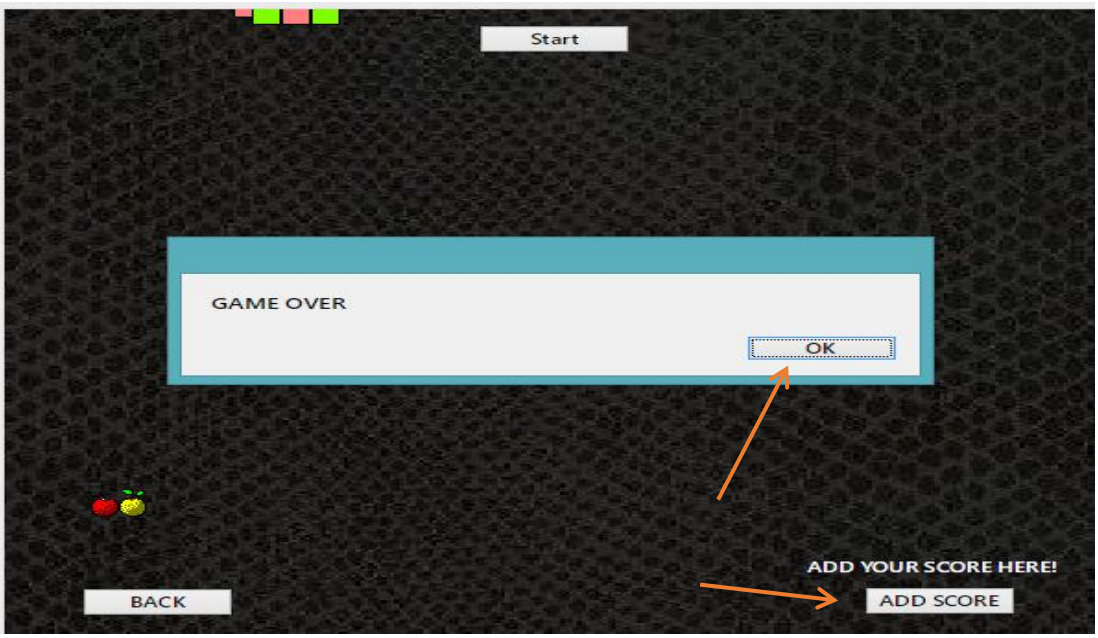
Task	
Project brief	Syakirah, Hawilah
Developing	Syakirah, Hawilah
Design	Syakirah, Hawilah
Report	Syakirah, Hawilah
Insert Database	Syakirah, Hawilah
Slide Presentation	Syakirah, Hawilah

User Manual (step of using your apps)

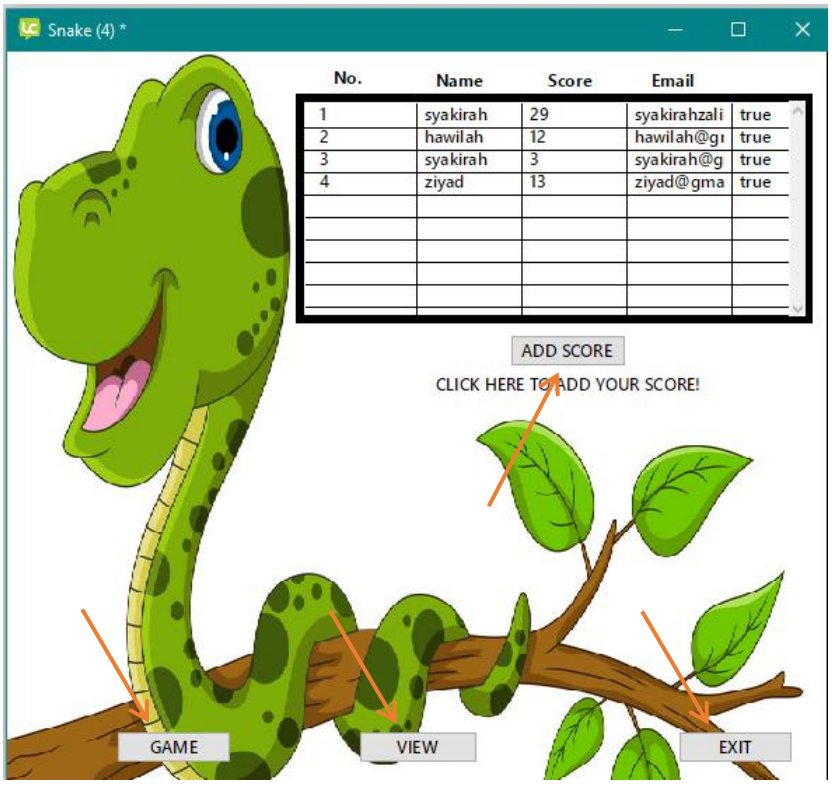
Welcome To Simple Snake Game.

1. Firstly, please click ‘How To Play’ button for the instruction .
2. After read all the instruction, please click the ‘Start Game’ button to play the game.

3. Please click the ‘Start’ button to play the game.



4. After game over, please click ‘OK’ button.
5. Then, you can add your score by click the ‘ADD SCORE’ button.



6. Click “Add Score” to add your score.
7. Click “Game” to go back at the game.
8. Click “View” to view the current score.
9. Click “Exit” to go at the first interface.