2020-21 Spring ITEC403 Proposal

**Mobile Game Development for Android**

The mobile market has three big players from a platform point of view: Android (**Java**), iOS (**Objective-C**), and Windows Phone (with C#). As Android is based on Java, there are game engines written for the Android Platform, like the multi-platform Cocos2d for Android. Additionally Unity supports the Android platform as well. iOS offers more alternatives for developers, including Cocos2d, SpriteKit, Sparrow, and many others.

You will work as a member of a team to create, design and implement a game for mobile platforms. The duration of the project spans two semesters: ITEC403 and ITEC404 courses. Each team will develop a game which is originally designed and implemented by the team members.

The initial work to be done is as follows:

* Propose a novel/original game with following minimum requirements
  + Your game should include levels, scoring, statistics, how to play etc.
  + Minimum 2 players or Artificial Intelligence (Computer versus) + 1.
* Write down the rules for your game
  + Design initial wireframe/story boards or any similar pattern to explain the proposed game.
* Compare with existing games that are similar to the proposed game.
* Specific advantages and disadvantages of the proposed game over the similar existing games

Additionally the following should be considered throughout the two-semester graduation project work.

* The finished product shall contain original multimedia tools designed and implemented by the team. That is to say; characters, background(s), text, images, sounds and may be video(s) with an effective, portable, functional GUI (easy to use and desirable).
* The game shall be developed and implemented with collaboration of all team members. All member contributions shall be documented and used for grading the individual contribution of each team member.
* At the end of ITEC404, the game will be thoroughly tested and launched
* The reports/documentation produced shall contain details of system requirements, installation setup, backup and recovery, cost effective, etc.

The following links may guide you, how to develop a simple game through the unity.

<https://www.youtube.com/watch?v=LSTtMHMQFkY>

<https://youtu.be/OR0e-1UBEOU>