

Claps-A Game on Google's Android Mobile Platform

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Abstract - CLAPS is a game of chance played with randomly drawn numbers like bingo, which players match against numbers that have been pre-printed on 5x5 matrices. The game start with a board filled with 1 to 25 numbers in random manner. Player 1 can start the game by clicking any of the number in the matrix. When each player click/touch one number that number will be cleared from the matrix of all the players including player who click/touch the number. There are 5 levels that a player needs to clear in order to win the game. Each level will be cleared when the player clears either a row or a column or a diagonal of the matrix. The winner will be the one who clear all the 5 patterns. The design of the claps can be divided into mainly 3: create game, play, and win/lose/tie. In game module we create a new game. The playing module keep all the status of the game and turns are checked properly in this module. The winning module checks the condition for win and displays appropriate result on the screen. Being one of the simple most games to play with simple logic; make this game one of the interesting options for entertainment. A puzzle game for everyone who loves puzzles, they can improve their logical thinking power.

IndexTerms – Game, matrix, cell.

I. INTRODUCTION

Playing games is important not only for adult but also for all ages of people for some specific reasons. We enjoy at the time of playing games. Most of us view it as a nice way to spend our leisure time. The project is to develop such a simple number puzzle game.

Number puzzle game claps is a game of chance played with randomly drawn numbers like bingo, which players match against numbers that have been pre-printed on 5x5 matrices. The game start with a board filled with 1 to 25 numbers in random manner. The players need to click on each cell of board to select a number. The winner will be the one who clear all the 5 patterns it can be either a row or a column or a diagonal.

The project is developed in android using ADT (Android development tool). ADT (Android Developer Tools) is a plug-in for Eclipse that provides a suite of tools that are integrated with the Eclipse IDE. It offers you access too many features that help you develop Android applications. ADT provides GUI access to many of the command line SDK tools as well as a UI design tool for rapid prototyping, designing, and building of our application's user interface.

II. PROPOSED TECHNIQUES

Project is to build a game on android platform. Looking at the game we can see there is a 5x5 matrix board. Matrix will be filled automatically. Game starts with touching any of the cells in the matrix. Each player need to get 5points in order to win the game. Player can score one point by clearing a row or a column or a diagonal. We can clear it by completing selection of cells in a row, column, or diagonal. If any of the player who clears the 5 point who will be considered as the winner, and the other player considered as the looser. It will be displayed on corresponding screens of each player. In worst case there will be a chance of both player got the 5 points at the same, then we consider as the game a draw.

The design of the number puzzle game, claps can be divided into mainly 3: create game, play, and win/lose/tie. In game module we will have new 5X5 matrix that will be empty by default. To fill the cell we can either go for random number generation otherwise we can fill the cell by using keyboard. Note that the cells must contain numbers from 1 to 25 without any repetition otherwise it will show error. The playing module links two players (devices) and allow platform for playing. The winning module keep all the status of the game and turns are checked properly to displays appropriate result on the screen. Fig. 1 shows the game matrix before and after finishing the game.



Fig. 1 Game matrix before and after finishing the game

III. EXPERIMENTAL RESULT

The game claps developed in Android mobile platform is a simple and interesting option for entertainment. It provide a user friendly interface to play. The player can easily access the opponent and start game without any delay. The player wins the game by achieving 5 points before the opponent. The three criteria to achieve the points is to select a complete row or a complete column or a complete diagonal with in short time by choosing the number to select appropriately in his turns.

IV. CONCLUSION

Our research was based on Multiplayer Gaming using Google's Android Mobile platform. In our application the multiple players can be connected via Bluetooth or using Wi-Fi. Being one of the simple most games to play with simple logic; make this game one of the most interesting options for entertainment. The game proposed here is more flexible and changes can be made without any difficulty. We can also extend it to play with people on internet at any time if they are online like mini militia which experience intense multiplayer combat with up to 6 players online or using 12 local wi-fi. We can also include more graphics in the game with score boards and all to attract more players.

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