

FINAL YEAR PROJECT REPORT

BRAIN BUILDER



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BRAIN BUILDER

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Abstract

Android is a software stack for mobile devices that includes an operating system, middleware and key applications. Android is a software platform and operating system for mobile devices based on the Linux operating system and developed by Google and the Open Handset Alliance. It allows developers to write managed code in a Java-like language that utilizes Google-developed Java libraries, but does not support programs developed in native code.

The main objective was to build a smart game which would be playable by the young between the age group of 6 to 18. Then the next hurdle was to have a step of questions which would increase the IQ level if the user plays the game again and again. The interactive questions are of the basic level that any grown up can answer. Then came the representation of the questions and android was the perfect development tool for us. It gave us the liberty of playing with the questions and it also became entertaining. We learned the Android tool and then came to know more about it. We would love to build more games in the future which would help our programming skills. We would also promote it in our country and for that reason we included one level for our Pakistani users to answer.

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CHAPTER – 01

Introduction

1.1 Introduction:

Brain Builder is a mobile application game. Our main target is to introduce a platform that will play its role in sharpening the brain. The game consist of levels, each level is designed in such a way that will focus each aspect of brain intelligence.

Features:

- Brain Builder will have 4 levels.
- Settings Mode i.e. Easy Mode / Hard Mode
- Scoreboard
- Share Button i.e. to connect to the social media.

1.1.1- Memory Level

See the picture then memorize context/things in the picture and answer the questions about it, like how many chairs were there or what color of car was in it?

1.1.2- Attention Level

Quick question like how many times A comes in the sentence, and in the second level it can be how many times B comes in the sentence after giving you a little glimpse of a sentence.

1.1.3- Logic Level

statement given like -----% -----=6 tick numbers from the table and solve it by putting the suitable numbers inside these blanks from the given table of unordered numbers.

1.1.4- Trivia Level

A question is given based on the general Knowledge tick the correct answer from the following choices

1.2. Tools:

- We will build the application in Android.
- Eclipse.
- JRE & JRE Tool kit.