INTERACTIVE COMIC MAKER IN MOBILE APPLICATION

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INTERACTIVE COMIC MAKER IN MOBILE APPLICATION

NORAZILAH BT MAT HASSAN

This report is submitted in partial fulfillment of the requirement for the
Bachelor of Computer Science (Interactive Media)

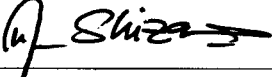FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
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2010

DECLARATION

I hereby declare that this project report entitled

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is written by me and is my own effort and that no part has been plagiarized
without citations.

STUDENT   : _____ DATE: oo/o7/10
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SUPERVISOR   : _____ DATE: 2/7/2010
(EN. AHMAD SHAARIZAN B.SHAARANI)

DEDICATION

Special dedication to my beloved parents,
En. Mat Hassan Bin Ismail and *Pn Che Yam Binti Che Musa*

For my supervisor,
En. Ahmad Shaarizan Bin Shaarani

And lastly to my beloved friends who have given me encouragement,
guidance, and inspiration throughout my journey in education.

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ABSTRACT

The title of this project is Interactive Comic Maker in Mobile Application. Basically, this title has been chosen because of the popularity of the mobile application is highly demand where people are eager to use the mobile application. In addition, comic maker is choose to be the domain of this project since one of the objective is to create conventional way of doing thing into a new dimension of presentation. As for example are from the papers or printed format convert into digital comic's application. Another objective is to provide the handiness application according to the people's lifestyle today. This application is suitable to all types of users especially teenagers who adore to have the mobile application and like to create comics in digital way. In this thesis, contains seven chapters which is the overall progress of the development process of the project. There are Introduction, Literature Review, Design and Analysis, Implementation, Testing and Evaluation and Project Conclusion. The contribution of this application is to people who like to enjoy creating the comics in digital form. This application also will gives users the experience on using the mobile application.

ABSTRAK

Tajuk projek ini adalah Interactive Comic Maker in Mobile Application. Pada dasarnya, tajuk ini telah dipilih kerana permintaan aplikasi telefon bimbit pada waktu ini semakin meningkat. Selain itu, perekaan komik dipilih untuk menjadi domain dalam projek ini adalah kerana untuk mencipta cara yang lebih efektif iaitu membawa perekaan komik ke cara persembahan yang baru. Sebagai contoh adalah daripada format akhbar atau cetakan kepada aplikasi komik digital. Tujuan lain projek ini adalah untuk menyediakan aplikasi mudah alih mengikut gaya hidup remaja hari ini. Aplikasi ini sesuai untuk semua pengguna terutama remaja yang suka menggunakan aplikasi telefon bimbit dan ingin menulis komik dengan cara digital. Tesis ini terdiri daripada tujuh bab yang menunjukkan kemajuan keseluruhan proses pembangunan projek. Antara tajuk setiap bab ialah Introduction, Literature Review, Design and Analysis, Implementation, Testing and Evaluation and Project Conclusion. Hasil daripada aplikasi ini adalah sesuai untuk mereka yang ingin cuba untuk mencipta komik dalam bentuk digital. Aplikasi ini juga akan memberikan pengguna pengalaman tentang cara menggunakan aplikasi telefon bimbit.

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CHAPTER I

INTRODUCTION

1.1 Project Background

In this new age of computer and technologies, many things in people's life have been converted into technologies. There are many examples that can be observed and noticed in the daily life of people. The examples of the technologies are like e-book, robots and gadgets, people make money even just being at home. The same thing goes to comic book. Nowadays, people are eager to read comic in digitized platform just like in the website or through their mobile. Even those, the comic books still have lot of attention from people out there. In this age of technologies also, people who create the comic book are now changing to develop the comic in digitized version by using the internet application and mobile application. Those all mobile, provide them with ready-to-use application in order for them to create their own comic. This application commonly named as comic maker. This application can be in the internet and also in the mobile as the platform for user to make use of the application.

Comic maker is one of the new technology changes where it has become an application where user can create their own comic in the different way from before. Peoples knew that, before the existence of comic maker application, user used to create a comic by creating the character and flow of story using pencil and paper.

This can be call as manual method to create a comic. Comic maker can help user to just use all the stuff that has been provided in the application and just doing it on their own way. This application provides many characters, environments, colors and backgrounds. So that, user will be interested to make use of comic maker application which contains varieties of element to be used. *"Comic Book Creator is simple to install and very intuitive. Everything is drag and drop (www.cooltoolawards.com). "*

Currently, human and mobile or known as hand phone cannot be separated. Every day, people use mobile to keep in contact or connected with their friend, relatives, clients, and so on which cannot be reach face to face. On the first development of mobile, it is just being built to connect peopled, but nowadays, mobile has become the gadget that people cannot live without. It is because mobile could be use as a camera for user to take pictures and as a radio or MP3 which user can listen to the song through the mobile. In addition, currently many technologies mobile were applied to use internet on it. So that, people can gets access to internet by using their mobile. This is how technologies change human's life.

Furthermore, there are now many applications that can be install and being used through the mobile. The application is being called as mobile application. Many applications have already being built especially for the mobile purpose. *"Mobile applications are rapidly developing segment of the global mobile market. They consist of software that runs on a mobile device and performs certain tasks for the user of the mobile phone (www.mmaglobal.com)"*. The example of mobile application is like games, calculator, calendar, notes or reminder, alarms, and many more. Most application that being state above have already install in the mobile when user buy it. But for the game, users have to download and install the game themselves. Mobile games is very famous among people, many users especially teenagers really interested to have the game application on their mobile. Additionally, mobile application can be in many ways such as watching video or television. Accessing the internet through mobile is the one that people enthusiastic so much about mobile. It is because it is an easy way to be online and surfing the internet.

For this final year project, I have the chance to develop a mobile application especially for Nokia E63 mobile which is called as Interactive Comic Maker in Mobile Application. This application is a new program to be used on the mobile. This application can provide service for user that wants to create a comic through the mobile. This is the easier way for user which they can build a comic anywhere they want without have to bring their laptop or computers. Using mobile can make this application more convenient and very interactive for users. Comic maker can be a platform for new person who interested to have their own comic as a collection for themselves or publish on the internet.

This application also may help people who are not creative enough to create their own characters to develop their own comic in easy way. Referring to the research before, a company has launched the product of comic maker on mobile. *"Verizon Wireless on Thursday launched a new application that allows subscribers to create their own personalized comics on their mobile phones and send them to other phones or e-mail addresses (Mark Hefflinger, 2007)"*. This application has been by developed by a company named as Advance Mobile Application (AMA) *(www.dmwmedia.com)*.

1.2 Problem statement(s)

Developing a Comic maker as mobile application is such a convenient way to deliver the facilitation and help among users. Based on the research that has been done, the industry of technology for this application is still under development which is still not well commercialized. Many people or students still do not have much experience in using this application whether in the computer or mobile. On the internet, there are many types of comic maker can be found, whether the application is using cartoon or original image as a characters. The differences of each version of this application are about the appearances or interfaces, characters and environment. The basic objective or main focus is almost the same.

According to the research, many users still use the computer or laptop as their platform to create or make us of comic maker because it is still hard to find the mobile application for comic maker. In addition, they also have to pay the fee to use the comic maker application using mobile. Otherwise, people around the world that have a passion towards the new technologies are very interested with the small gadget which is convenient for them to make use for multiple task actions. For example, the mobile that can contain many applications which user can access those applications everywhere without have to bring the large gadget such as computers or laptops.

Research that has been done also discovered about the need of comic maker application in the mobile by the users which they want to try something new. Variety of application nowadays must appear in order to fulfill the need of users. In addition, some existing comic maker has the interface which is hard for users to understand in short time and also not a user-friendly application.

In other words, new person which have an enthusiasm towards creating their own comic also facing the hard time to create the comic themselves. Especially if they were not creative enough to create a good character, it will be a problem for them to finish the comic in better creation. As a solution, this application may help them to train themselves and also as a guide to create the comic. Furthermore, when people create something that is good, they were eager to publish it or send to others. The same way goes for comic maker. User who has already created the comic application can upload their creation on the internet and emails to their friends.

1.3 Objective

Several objectives of this application development have been discovered through here, which are:

- To develop a comic maker application that will be used in the mobile phone.

- To develop a comic maker application which that user can create their own comic within this application.

- To create a comic maker that can be run with Flash Player from version 6 until 10.

1.4 Scope

The contents to be developed are related to the mobile application development process. As for the target user, the target is for all teenagers and adult that uses the mobile phones. Children from 10 years old and above also can use this application in order to entertain themselves. The contents of this application will be based on the character of human character such as girls, boys, men, women, old men and old women. User can choose which character and expression they want to use based on the situation that they want to create. User also can choose any background provided in this application which suite with the theme of their comic. User also can create the caption as the word that the character going to talk about.

In this comic maker also, user can create the title of the comic that they were going to develop. User also can name their character on their own. One character will have many expressions like happy, angry, and sad and so on. On the stage, user has to only drag the character, choose background, create the caption and the comic will be done. A stage is the space where user can create their comic. Inside the application, there are options for user whether to use four stages or one stage during the creation of their comic. For the character usage, user can choose any character that suits with their title or theme of the comic. They can use for maximum of three character in one stage but could use many if they scale the character to smaller size. It is all based on user creativity.

User also can add the background colours or background design which suits with their comic's title. Then, they can add the caption of every character that being used on the stage. On the stage, they can scale the characters, move it within the stage, flip it facing right or left and also they can delete it if they want to cancel of

using that character. Furthermore, user can enter the title of the comic that they have created and can save it inside their mobile. If user wants to upload the comic and publish on the internet, they can do that by using the internet connection and send it to the friends. They also can send it to the friends by using the Bluetooth application.

In order for user to get this comic maker for their mobile phone, one web application will be created which will be a platform for user to get the installer of comic maker. On that webpage, there will be the installer of the comic maker, guidance and also tips of developing a good product of comic. When users download the installer through the internet, they can install that application to their hand phone and starting to use it. This is the easier way to get the comic maker application.

This application will be developed using Flash Lite software which can support the application for mobile purpose. In that case, it also involved Action script which to produce a very well user interface which will make this application more interesting. In creating the character, Adobe Illustrator will be use in order to get the good appearance of character.

1.5 Project Significance

The outcome from this project will be as a benefit and useful for peoples that have the passion towards this comic maker application especially for mobile application. Peoples who are the end user of this product will be satisfied with the performance that this application provides to them when they use this application. The interface and instruction which is very user-friendly will make user comfortable in using this application.

The contribution that will be discovering from this application is to give the convenient way for users to access and use the comic maker application. They can use this application anywhere they want with just bring their mobile phone. This application also help user to easily create the comic which that all the characters and

environment have already provided. So that, users have to only choose which one of those they want to use.

In addition, this application also can give help to those people who are still new in this comic maker area. This application can be as guidance or references for them in order to create their own comic. Furthermore, from this application also, user whom has created their comic can upload the comic on the internet and publish the comic to all friends. They also may email the comic to their friends.

1.6 Conclusion

From this project, the aim is that this development process will run successfully and reach the project objective and also fulfill all the scope that has been stated. The project background has discovered about the history and also explanation about comic maker and the mobile application technologies. There are already many comic maker applications which exist on the internet. The same thing goes to mobile application which nowadays, many application for mobile such a mobile game can be downloaded from the internet and install it on the mobile phone.

The existing of mobile as a medium for comic maker application will help user to overcome the problem they face when have to bring their laptop when wants to use comic maker application. By using mobile phone, users will be able to create their comic anywhere they want. The problem of user-friendly interface also will be solved by using this application. This application also will help new person who is interested in creating the comic and may act as guidance for them. All users that have created the comic by using this application also can publish their comic on the internet or send to their friend by Bluetooth.

This application consists of four stages and users will have option to use which number of stages. The characters have already being provided so that user will only have to choose which character they want to use. Things also the same for the background types and colours which user can choose any of them that already

provided. As a result, the comic that has been created can be save and publish to internet and also send to their friends.

The next chapter will concern more about the literature review and the beginning of practically developing the application. Literature review will elaborate more about the history of application and comparison of existing system or application.