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CATATAN: * Tesis dimaksudkan sebagai Laporan Akhir Projek Sarjana Muda (PSM)

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JUDUL: Wreck 'Em Down (Mobile Game Application)

SESI PENGAJIAN: 2009 / 2010


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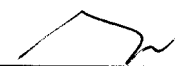
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Wreck 'Em Down (Mobile Game Application)

MOHD HADYAN WARDHANA

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

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
UNIVERSITI TEKNIKAL MALAYSIA MELAKA

2010

DECLARATION

I hereby declare that this project report entitled
Wreck 'Em Down (Mobile Game Application)

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

STUDENT:  Date: 30-06-2010

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SUPERVISOR:  Date: 30-06-2010

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DEDICATION

Special dedicated to my beloved family,

Mr. Dr. Ir. Zulkarnaini Saleh M.Si

Mrs. Darmalina S.Sos

Mr. Mohd Dwira Wardhani

For my supervisor,

Dr. Sazilah Salam

And lastly to my beloved friends who have encouraged, guided and inspired me throughout my journey in education

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Finally, thank you so much to all my friends for the moral support and helping me to successfully manage this report. Their helps, enthusiasms and advices have kept me going to reach PSM finish on time.

ABSTRACT

This project is about mobile game application entitled “Wreck ‘Em Down” and the storyline of this game is about shooting game where the player must destroy all enemies to accomplish the mission. The development of this game applies the principal technique animation which is to attract the user to play it. This game is not only for specific target user but also for everyone who wanted to spend their free times. So, hopefully this game will give the satisfaction to user.

ABSTRAK

Projek ini adalah tentang permainan aplikasi mobile berjudul "Wreck Em 'Down" dan jalan cerita ini adalah tentang permainan penembakan di mana pemain perlu memusnahkan semua musuh untuk mencapai misi. Pembangunan permainan ini menerapkan teknik animasi utama yang menarik pengguna untuk memainkannya. Permainan ini tidak hanya bagi pengguna sasaran khusus tetapi juga bagi semua orang yang ingin menghabiskan masa mereka. Diharapkan ini akan memberikan kepuasan kepada pengguna.

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LIST OF ABBREVIATIONS

CAF – Core Audio Format

PC - Personal Computer

PSM - Projek Sarjana Muda

CHAPTER I

INTRODUCTION

1.1 Introduction

In the world of technology, there are so many ways to develop application in information and communication technology. Mobile phones are one of the technologies that become phenomenon. It is not only just phones. The content of the mobile phones now are consist of so many application that is been developed by added with 2D animated image and 3D animated images. One of the content is game. Game is part of multimedia element that used to send the value, lesson, and entertainment. Game is not just can be played in game console, but also in mobile phone. By using game, learning can be more interesting and attractive. One of the applications is shooting games.

This project, is developed a shooting game for iPhone that can entitled “Wreck ‘Em Down “. From references format, shooting game is a game which is a subgenre of action game. These games usually use some kind of weapon such as gun, machine gun, laser gun, etc. The player controls an on-screen character and tries to shoot the target or the enemy. This game is focus on the character, and movement that played in round. Thus, the user can play this game on their mobile, for example, while hang out with their friends, or maybe when they are boring. It is better than they are just doing nothing.

The product genre is a shooting game. This product will be produce in iPhone. The target users are consisting to everyone. The product will be produce as a game for the target user.

1.2 Problem Statement

Nowadays, there are not so many shooting games for iPhone3G that can play easily. The current games just played for teenagers and children. Most of the games that they played are not enjoyable and not give them satisfaction. It is hope that it can help to solve the problem. And the user can enjoy it.

1.3 Objectives

This system is developed to fulfill the objectives, which are:

- i. To design shooting game that help users to waste their free time to playing in fun, and interesting way.
- ii. To develop a mobile gaming application

1.4 Scope

This project consists of two modules:

Table 1.1 Modules of Wreck ‘Em Down

Module	Description
1. Shoot	Allow the player to shoot the target.
2. Choose direction	Player should be able to aim the enemy or target.

And the product will deliver by using iPhone in 3G or 3GS series.

1.5 Project Significant

This project gives the user the simple way to spend their free time by playing this game. Some of the significant of the project are:

- i. As media to learning

By using this game, user will know how to apply the element of multimedia technique. Such as character, storyline, audio.

- ii. To give the user satisfaction in playing this game.

1.6 Conclusion

This chapter is an introduction of a mobile gaming application entitled “Wreck ‘Em Down”. It illustrates and explains the project background, problems statements, and objectives, scope of the project and project requirements. This chapter determines the overall understanding of the project and importance of it. It is developed as a mobile gaming for uses of everyone who like playing games which is more enjoyable and interactive compared to any other shooting games. The literature review and project methodology will be explained in next chapter.

CHAPTER II

LITERATURE REVIEW & RESEARCH METHODOLOGY

2.1 Introduction

This chapter will be discussing about methodology, software and hardware that will use to develop the project. This project is taken to fulfill the requirement of subject BITU 3973. This project is develop with entitled “WRECK’EM DOWN” by using 2D animation and will play in iPhone series.

The smoothness of this project is depending on the methodology. Methodology is important thing to build any project. In this project, multimedia production will be chosen. This chapter also will also specify the software and hardware that will be uses to develop this project.

2.2 Domain

According to reference format, shooter games are the subgenre of action game. The action needs reaction time to response the movement of the player. This subgenre of games consists of many subgenres that focused on the character or avatar which is using a weapon such as gun, grenade and sniper rifle to destroy the target or enemies. The weapon also uses the ammunition as the bullet to use.

Besides that, shooting games have some of characteristic. Below are the characteristic that can be categorized in shooting games.

i. Perspective

In these criteria, the game allows the player to views the event from the behind eyes of the character (a first person shooter) so the player can fell what the character see. Besides, it still has a fixed camera which is show some 2D overhead shooters.

ii. Realism

Most of game used to make it real by using life bar or damage of the character. Besides that, many shooting games use level and some verging on full fantasy.

iii. Number of character

Usually, most of the shooting games is used one player. But in some kind of game, the player can control the team or squad and give the computer controlled allies.

iv. Multiplayer

In online games of shooting games, there are some divisions that can take. Team games are play by two or more people to finish the goal of the mission. On the other hand, Co-Op games have several players on the mission to against simulated enemies. Individual is player compete each other and usually allow the player to choose the various character.

v. Focus

The shooting games can be played by all players of any age without restriction. The graphic is become the popularity that given to shooting games. Besides that, the visual quality and the sound effect must be excellent to make the world of war different in from other games. The weapon that used is different according the enemies and also need strategy to accomplish the mission.

Shooting games brought the significant advantages to the player while they are playing that game. Their brain process undergoes a rapid transformation from the visualization from the information that generated by playing shooting games. Besides that, the human sensory will increase higher than normal when they are playing.

2.3 Existing system

2.3.1 Stickman Madness 3

Stickman Madness is originally created by Dragon Gamez. This game is swarming stickmen to shoot the all of target enemy. The game is provides so many features, so the user can upgrades their weapon to war.

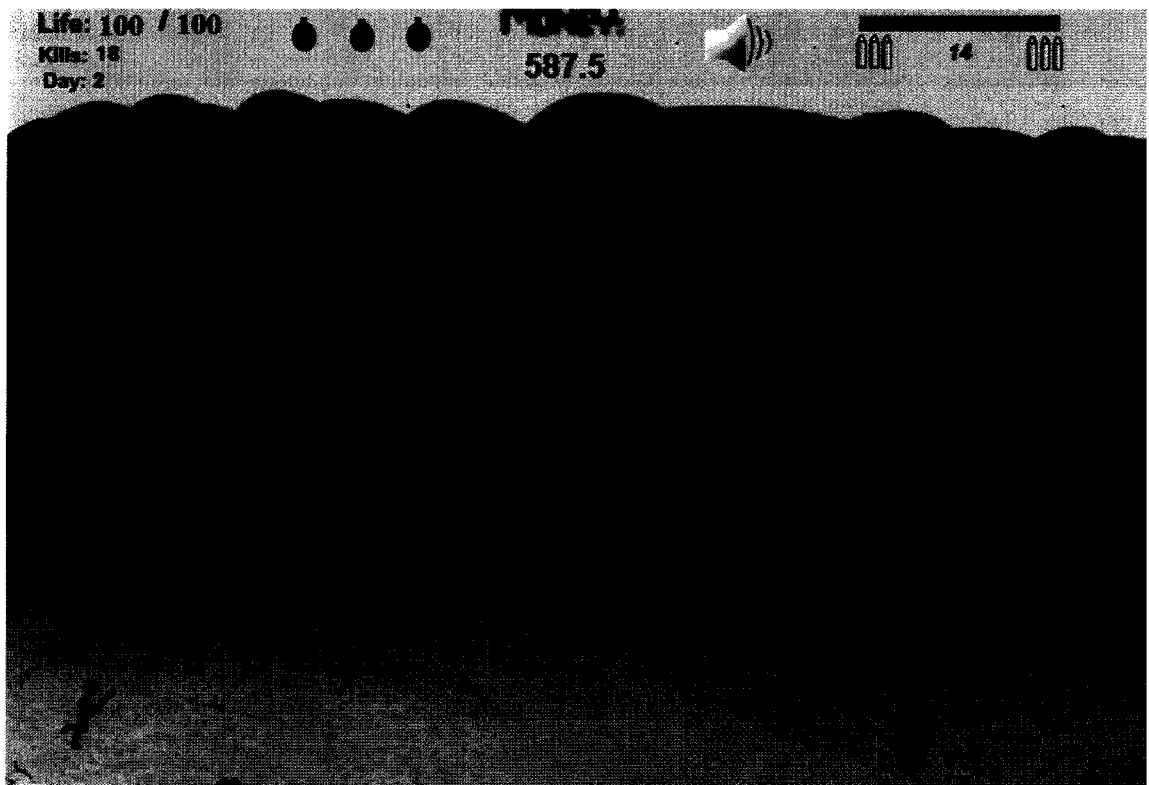


Figure 2.1 Stickman Madness 3

The user must recruit the team first after that they should be choosing the weapon, and get ready for the war as the face an army of stick, tank. Not only that, user also can upgrade their status to be more strong