

A GAME TO RUN ON MOBILE PHONES

Project Report Submitted by

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INTRODUCTION

In this day and age programming has, we can safely say, left the realm of the conventional computer, and entered everyday appliances. This could also be rephrased by saying that everything used today is programmable.

An important sector in which programming has entered is mobile phones; our loyal, lets say, companions, which are always with us and are indispensable to us. With a mobile phone always at hand, and us always on the move, any facility which can be done via the mobile phone should be done, for the sake of efficiency and practicality. Also having to travel for some periods of time, we idle; keeping in mind that time is money, doing nothing is costly.

Humans also have the need to entertain themselves, which is hard since we do not find the appropriate time to do so. A good way to reduce both of these problems is to use our mobile phones as a means of entertainment.

Some phones are not quite friendly to manipulate by the user/client but most of them support installing and running programs one way or another. So this project is aimed at designing a mobile phone game, which will be useful, portable and also a president for others to follow.

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