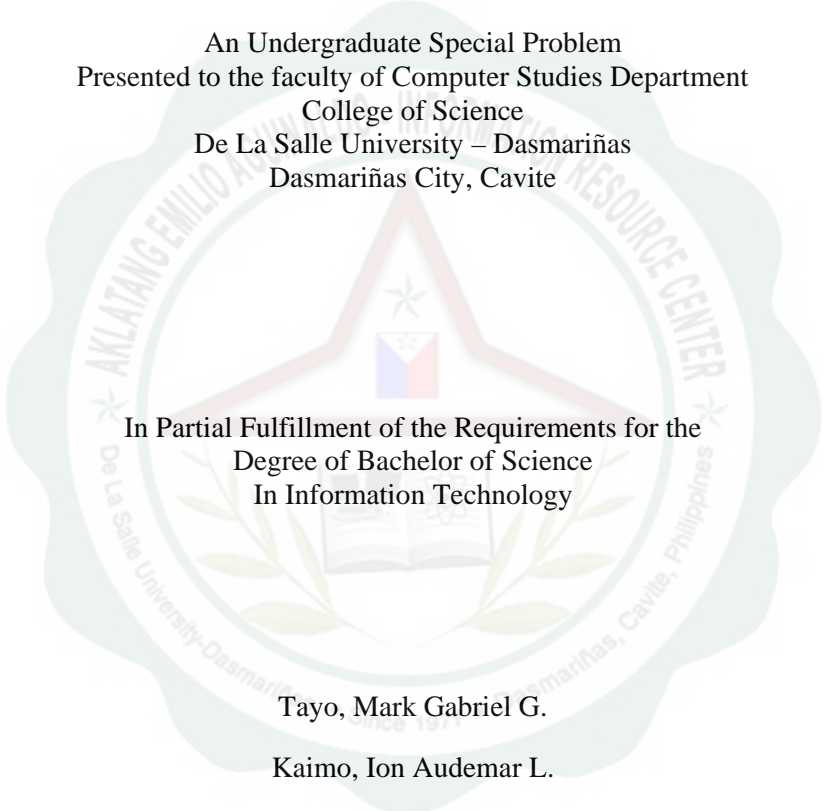


A Game Development for Android Phone Environment

“Rage Against the Machines”

An Undergraduate Special Problem
Presented to the faculty of Computer Studies Department
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De La Salle University – Dasmariñas
Dasmariñas City, Cavite



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Abstract

Rage Against the Machines is a 2D side scrolling game developed for Android mobile platform. It is a video game created to cater casual gamers who use their smart phones as their gaming device.

Rage Against the Machines has 6 stages on each difficulty, which makes 18 in total. Each stage contains a swarm of enemies that you have to defeat in order to earn score or points and each stage also has power-ups that the user can pickup to strengthen his or her character. The score the user gets for finishing a stage is equivalent to a point that can be accumulated in order to purchase a certain item in the item shop. High score is displayed after each stage. On each stage, a boss fight is waiting at the end-most part of the stage. The Android game also has mini games that users can enjoy and at the same time they can earn points through it.

This Android game is a great source of fun and entertainment especially nowadays where there is huge number of smart phone users and where Android also plays a major part in smart phone industry.

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