

“ZOODOKU GENESIS” A Mobile Game for the Android Operating System

An Undergraduate Research Presented to
The Computer Studies Department
College of Science and Computer Studies
De La Salle University-Dasmariñas

In Partial Fulfillment
Of the Requirements for the Degree
Bachelor of Science in Computer Science

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March 2014

ABSTRACT

ZOODOKU Genesis is a game for devices running the Android operating system versions 2.3.5 (Gingerbread) to 4.2 (Jellybean). It is a sudoku game designed to attract kids ages 5 and up to play the game and to develop their critical thinking skills.

ZOODOKU Genesis consists of 3 levels namely: Easy, Medium and Hard. Each level has 5 stages of which the players need to finish. Before unlocking the next stage, the player must first finish the current stage. The player is only given 3 lives to complete each stage. The game uses animals instead of numbers in the traditional sudoku. There are missions that are needed to be accomplished per stage. It also displays the fastest time for finishing a puzzle. Each stage finished is saved to keep track of the progress being made of the player. The player can also choose the animals to be played on each level Easy (4 x 4 puzzle), Medium (6 x 6 puzzle) and Hard (9 x 9 puzzle). To make it more interactive, each animal chosen will display the name of the animal and also the sound it makes in real life.

The main program of ZOODOKU GENESIS was developed using the Android Development Tool (ADT Bundle), graphics were made using Adobe Photoshop CS5.5, CS6 and Inkscape portable, sounds were made using Mixcraft 6.1, SQLite was used for the database of the game.

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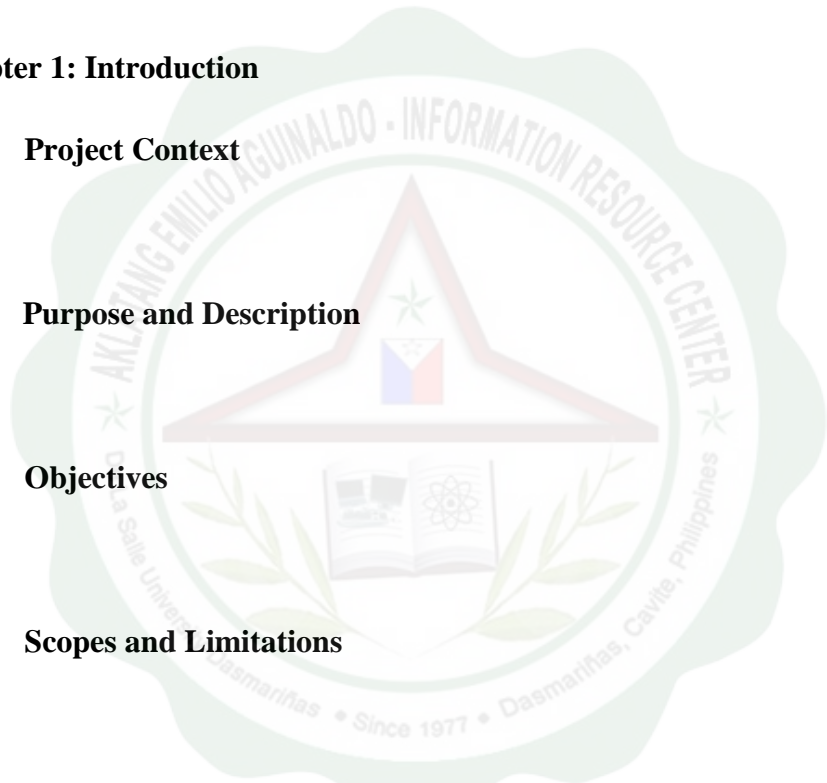
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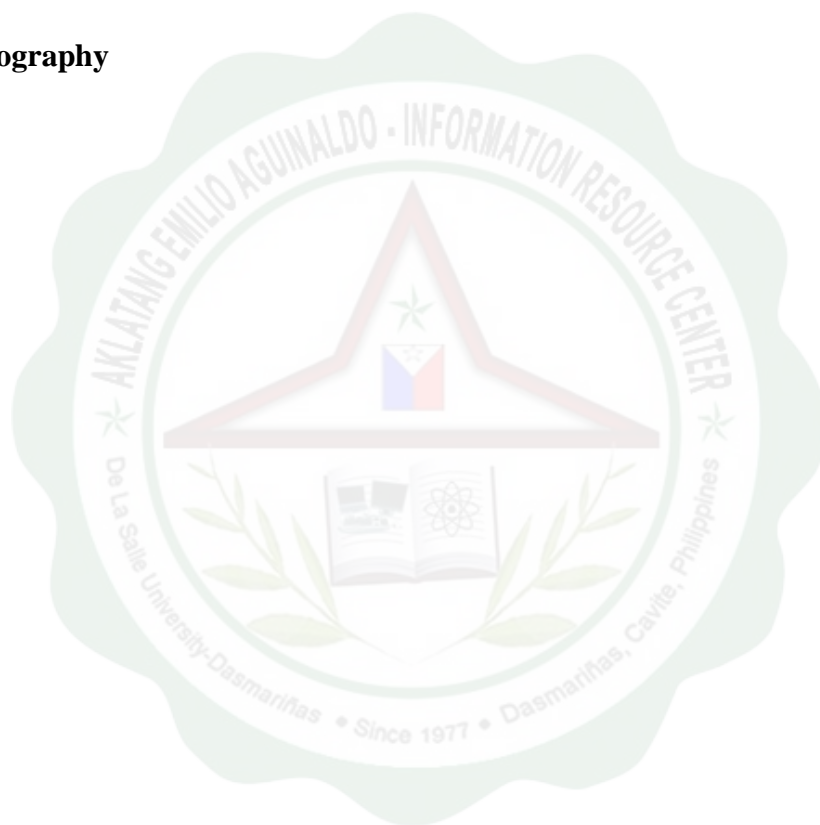


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