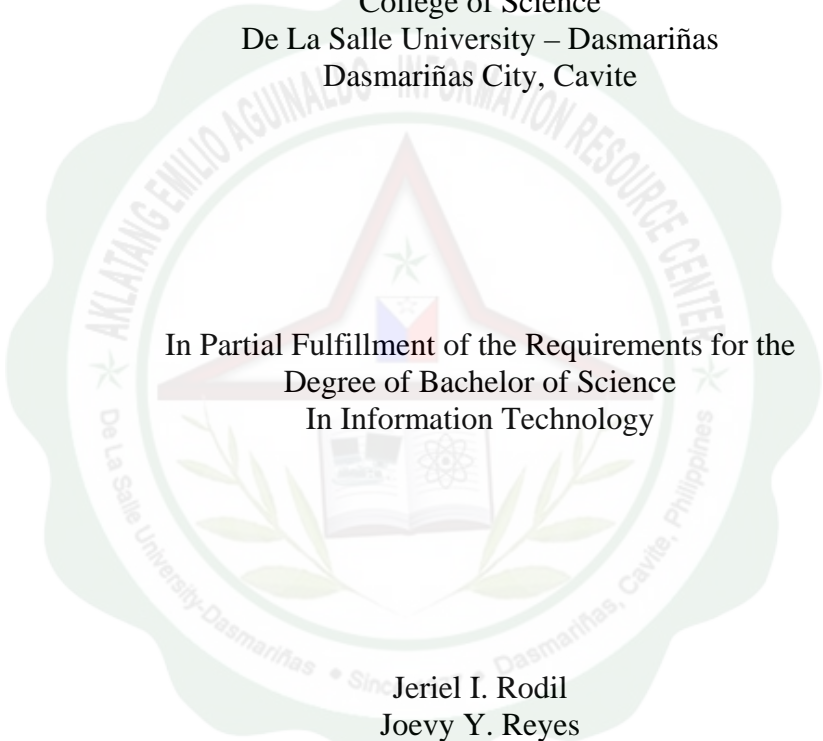A Game Development for Android Phone Environment
"SMASHER"

An Undergraduate Special Problem
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In Partial Fulfillment of the Requirements for the
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ABSTRACT OF THE STUDY

Smasher is a casual game that can ease the stress of users because of an easy interface and easy to use gameplay. Its gameplay is based on Whack-A-Mole Arcade game in which user needs to tap the objects appearing in the hole as fast as they could. Smasher begins its story on a stormy weather. Mang Juan, the protagonist of the game must bring a hammer to their roof and smash all the nails back to prevent their roof from being carried away by the powerful storm. The storm would only lasts for thirty (30) seconds so he must defend their roof and keep the family dry. Users can buy upgrades like hammers with special skills to help Mang Juan in fixing their roof.

This game can greatly improve users' hand-eye coordination because of its challenging gameplay. Smasher offers a lot of customizations such as Hammer, Roof customizations. Users must help Mang Juan fix the roof in the thirty (30) second storm so that they can receive their score based on the nails they hit. In this game, there are four (4) kinds of nails. The black nail, which needs one (1) smash to stay put, the blue nail which needs two (2) smash and the silver nail which needs three (3) smash. The game begins after the installation, users can use the default hammer in Mang Juan's toolbox which can smash nails one (1) time per tap. Other hammers can be bought in the store. The point system of this game, was based on the nails hit, meaning that they get different points by smashing different nails. When the game was at its last ten seconds, the scores they get would be multiplied by two. After the end of the game, users' high score would be displayed. The rules of the game are simple. Smash the nails. If you fail to smash the nail before they are blown off by the storm, a part of the

roof will be broken and if three parts of the roof was broken, the game was over and users must try again. If the user fails to finish the game, their score will be void and must retry and finish the game.

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