

# DEVELOPING AN APPLICATION TO LOCAL SOCIAL NETWORKING GAMES IN ANDROID PHONES

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Playing games on Smartphones has attracted many people, as the proliferation of these resourceful devices is high among the masses. Developing attractive games that can entertain people at different social scenarios has also attracted software developers and has opened up even new avenues of income for developers all over the world.

In this report, we propose, an Android based multiplayer game which can be played by many players simultaneously using Bluetooth connectivity. We develop this application using the client server paradigm and let the program components run on both the client and server devices. The game application developed in this project enables interested users to play a “fill in the blanks” game, where users can fill out movie names and can earn points for giving correct answers. The powerful application development tools available in Android have enabled us to develop extra functionalities in to the game.

Our experimental results show that the system works flawless and runs as expected. The point calculation system, which encourages enthusiastic users to play the game repeatedly, automatically updates the points earned by each player. At the end of the game, different users can compare their points and share their excitement. We hope that this game would be more attractive and be an enjoyable game among users. When it is practically implemented and sold on the market, it can bring extra revenue to the developers.

