

# Hungry Mostropi

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**Abstract**— Modern hand held devices such as smart phones and PDAs have become increasingly powerful in recent year.<sup>[1]</sup> So people can attract to use those devices. Because of this trend, we develop a GAME for play store marketing. Which explores the use of the Cocos2d-x technology for the iPhone game development. Which provides cross platform for Android, Windows and iOS mobile operating system. The game scenario is that user has to create a path for candy which to reach the sprite's mouth by rotating a sticks. Collects stars by the movement of the candy according to the user's created path before reaching to the sprite's mouth. The game is implemented in objective C++ and makes function calls to the Cocos2dx library. The game is an isometric 2D game and it can be developed by using 2D game engine.

**Index Terms**— Introduction, History of Cocos2d-x, Background theory, Literature survey, Objective of the Game

## I. INTRODUCTION

Procedural generation of game content, such as maps, levels, items and quests, is currently one of the most active fields of research within CI/AI in games research, motivated by a real need within the games industry as well as by scientific curiosity regarding what types of content can be generated and what we can do with this technology

## II. DISCRPTION

Players are introduced by the Puzzle and Mind game, in which a mystifying mostropi who loves to eat candy. The goal of each level is to get a piece of candy into Mostropi's mouth, done primarily by rotatable stick via the touch screen. However, Players will also collect the stars by candy which will along in the path, making sure to move the candy in just the right way in order to get it into Mostropi's mouth.

The goal is that games fuel is a great part of the excitement and enjoyment that have people for their touch screen devices. Gaming is in its golden age, and all big and small players such as maneuvering like kings and queens in a Game of thrones. Now a day people can mentally tiered from their routine works, so they need some entertainment from their routine environment. For entertaining people we develop a GAME.

## III. HISTORY OF COCOS2D-X

Cocos2d-x is cross-platform gaming software (i.e. game engine).<sup>[3]</sup> This gaming software that provides common functionality that all games might have.<sup>[3]</sup> You might hear this definition referred to as an API or framework.<sup>[3]</sup> For this guide we are going to just use the term game engine.<sup>[3]</sup> Game engines include many components that when used together will help speed up performance and development time.<sup>[3]</sup>

A game engine usually has some components, such as: a 2d/3d graphics, collision detection, physics concepts, sound, s animations and more.<sup>[3]</sup> Game engines usually support multiple platforms thus making it easy to develop your game and then deploy it to multiple platforms with little work required.<sup>[3]</sup>

Since Cocos2d-x is a game engine, it provides a simplified API for developing cross platform mobile and desktop games.<sup>[3]</sup> You can focus on developing your games and worry less about the implementation of the technical basis.<sup>[3]</sup> Cocos2d-x will take care of as much or as little of the abundantly move upwards as you want.<sup>[3]</sup>

### *Functionality of Cocos2d-x*

Cocos2d-x provides much functionality such as below:

- Modern C++ API
- Cross platform - desktop and mobile
- Capability to test and debug your game on the desktop and then push it to a mobile or desktop target
- A vast API of functionality including sprites, actions, animations, particles, transitions, timers, events (touch, keyboard, accelerometer, mouse), sound, file IO, persistence, skeletal animations, 3D

#### IV. OBJECTIVE OF GAMES

Usefulness of our project to user is to entertainment and relaxation of their mind at anytime and anywhere when they are free to play game and tiered from daily routines. Customers can easily play a game through mobile device and enjoy it.

By this project game developer can entertain more no of customers towards their game by marketing store in mobile device and customers can easily download game from play store and play it.

#### V. BACKGROUND THEORY

Games are very essential for refreshing a mind. Therefore, all young men and women should play games. People who play games regularly can keep up a good refresh and relax mind. Games also improve the confidence level.

Games are very good source of refreshment and enjoyment. Games refresh the mind of the player. When a player is engrossed in the game, he/she forgets all his/her worries and anxieties. Thus games divert attention from the worldly affairs and worries. Games are very essential for the students. Nobody can deny the importance of games for them. The students of today are the citizens of tomorrow. They develop their personality and sense of loyalty.

#### VI. LITERATURE REVIEW

Games and game elements are used to facilitate learning and motivations, often without a clear understanding how they actually achieve these effects. A game provides mentally relaxation to the human mind from daily routine work and provides an entertainment.

##### *Cut The Rope*

Cut The Rope game is available in an iOS App Store and an Android Play Store. Free and Paided both versions are available in both devices. It is costly for Apple users.

Players greatly benefit by examining a level before jumping in.<sup>[5]</sup> By doing so, they are able to formulate what strategy will offer the correct and fastest way to get the candy to Om Nom.<sup>[5]</sup> Also, there are numerous situations when the rope must be cut at precisely the right time in order to get the candy to fall into Om Nom's mouth.<sup>[5]</sup>

During these times, the player must think ahead and try to guess where the candy will go depending on when the rope is cut.<sup>[5]</sup> If players jump right in without putting much thought into their strategy, they will make a lot more mistakes than if they had created a plan first.<sup>[5]</sup>

In Cut The Rope, players are introduced to Om Nom, a mysterious monster who loves to eat candy.<sup>[5]</sup> The goal of each level is to get a piece of candy into Om Nom's mouth, done primarily by cutting strands of rope via the touch screen.<sup>[5]</sup> However, players will also have to avoid obstacles such as spikes and spiders along the way, making sure to maneuver the candy in just the right way in order to get it to Om Nom.<sup>[5]</sup>

Three stars are scattered across each level, and if players touch them with the candy, they earn a better score.<sup>[5]</sup> Cut The Rope does not contain any inappropriate material and is easy to learn and is therefore recommended for players 5 and up.<sup>[5]</sup>



Getting Started

Figure 1 Cut the Rope<sup>[5]</sup>

**Feed Me**

The Feed Me game is not available in an iOS App Store and an Android Play Store. But this game is only available online for people to play. This game is puzzle and mind game.

Feed Me is the fantastic, free online game where cute graphics meet challenging game play that will make your brain run hot in no time.<sup>[6]</sup> The goal of the game is to arrange different elements in order to not only feed the tasty candy to the ever-hungry monster, but also to collect as many stars as possible on the way.<sup>[6]</sup>

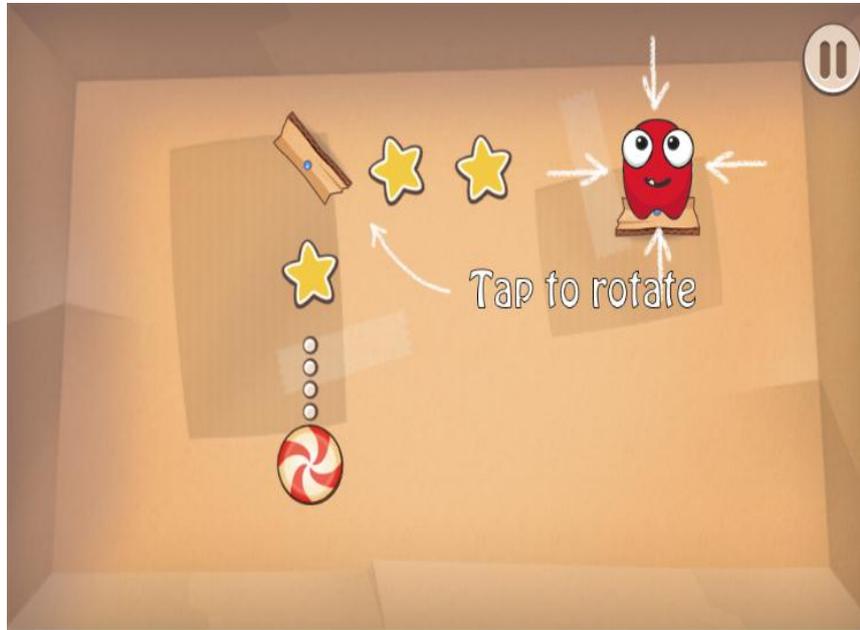


Figure 2 Feed Me Game Scenario<sup>[8]</sup>

**Drop The Chicken**

Drop the Chicken is a puzzle game, the principle idea is to drop your chicken from a ledge and land chicken in nest.<sup>[4]</sup> The game is made up of nice cartoon style graphics; you can spend lot of time tell a lot of time on the look of Drop the Chicken.<sup>[4]</sup>

The Chicken Drop game is available in an Android-Samsung Smart Phones and Drop the Chicken game is available in iOS App Store-iTunes-Apple. Drop The Chicken is a fully animated addictive, super cool and challenging puzzle game for players. It is Paid version for Apple users.



Figure 3 Drop The Chicken Game Scenario<sup>[4]</sup>

Drop the Chicken is a real thinking game, the first few levels get you into the swing of things and just when you think you'll breeze through it the puzzles get harder and you'll really need to put your thinking cap on, especially if you want to get those 3 illusive stars.

Dropping a chicken into a nest probably doesn't sound overly difficult but trust me it is. [4] You are rewarded on how well you do for a particular level by the number of stars shown at the end. [4] To get the top rating you need to have achieved 3 stars, very much like Angry Birds. [4] There's no doubt you could get one or 2 stars relatively easily but three stars is a lot harder to achieve. [4]

There are a number of items around the screen to help you achieve your objective such as trampolines, balloons, wooden planks etc. [4] There are also things like bombs on the screen which I have found out chickens do not like at all! [4] The idea is to move things around the screen and position them in such a way that allows you to achieve your goal. [4]

## VII. COMPARETIVE STATEMENT FROM SURVEY

The following table shows the comparative table from the literature survey of the different games such as Cut the Rope and Feed Me.

Table 1 Comparison Table

	Cut the rope	Feed Me
<b>2D support</b>	Available	Available
<b>Free Version</b>	Free	Online
<b>Paid Version</b>	Available	Not Available
<b>iOS support</b>	Supported but in paid	Supported
<b>Magnet</b>	Available	Not available
<b>Hint for new user</b>	Available	Not available
<b>Cost for iOS device</b>	Costly	Not available in app-store
<b>Programming language</b>	Java	C++
<b>Security</b>	Moderate	High

## CONCLUSION

Games are very good source of refreshment and enjoyment. Games refresh the mind of the player. When a player is engrossed in the game, he/she forgets all his/her worries and anxieties. Thus games divert attention from the worldly affairs and worries. Games are very essential for the students. Nobody can deny the importance of games for them. The students of today are the citizens of tomorrow. Games also improve the confidence level. Because both the winner and the looser enjoy playing the game. Games teach us the spirit of patience and courage.

## ACKNOWLEDGEMENT

In this paper, we done survey of the different games for implementation of the related game using Cocos2d-x.

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