Survey on Crypto Games in Android Application

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Abstract— Games have turn out to be an crucial a part of our way of life in a particularly brief time frame. The enterprise is likewise growing into a chief pillar of many cutting-edge economies, with recreation improvement tax schemes being delivered into many evolved countries. These are coinciding with a time frame wherein it has in no way been less complicated to launch a recreation into the economic market. For the ultimate decades, recreation improvement groups have required economic backing and a stage of information to by skip stringent exams through platform holders to be allowed get right of entry to their improvement hardware. Today, every person with a cellular smartphone and a computer, even a laptop, can construct a recreation and feature it on the market with no less than time and economic backing. This does now no longer imply that each recreation is successful: it's miles nonetheless crucial to have a terrific know-how of the technical elements worried in making video games and the issues worried in designing video games which humans will need to play. Sometimes the high-quality manner to expand this understanding is to start on the very beginning, so we're going to study a few online game history.

Keywords: Android Application, Online games.

I. Introduction

The goal of this project to develop an android application has basically two modules i.e., game module and food module. In the game module, we have games like Polybius square cipher, Pigpen Cipher, Anagrams which uses cryptography to encrypt and decrypt the text, information hidden in images which has to be guessed by the user. In each game, we have three levels i.e., Easy, Medium, Difficult levels. Each game has a score associated with it. When a user reaches a certain score, he/she receives a coupon which he/she can utilize in a food app as a discount on an order. If a user wants to buy food online then he/she can use that coupon to generate a discount on order. Applications have a food module section where all the features of quick access in order that user could also understand the way to operate it. When it involves attracting more customers, discounts on basics of generated coupons, rewards, cash back and loyalty programs play an important role. Chatbot option within the food ordering system gives customers quick access to talk even at night and to unravel their problem. Food module section should be Easy to Use App Interface with GPS Mapping and Multiple Payment Gateways.

II. LITERATURE SURVEY

[1] Pınar KIRCI et al proposed game based education with android mobile devices. Project's main goal is to develop mobile education software for elementary school students. Gamification can be utilized in educational applications because its primary goal is to make the learning process more enjoyable. The interfaces were created using droidDraw, an Android-based graphical user interface (GUI) editor for mobile and tablet application development. Eclipse is also used for interface development.

[2] Samad Paydar et al have conducted an experimental study on robustness and responsiveness testing of iranian android games. Hence, we have conducted an experimental study, using monkey testing technique, on a set of Iranian Android games to assess their robustness and responsiveness. The main goal of this study is to investigate the current state of Iranian Android games in terms of their vulnerabilities to responsiveness and fault-tolerance errors. In this we are searching answer of these two questions:-

Q1: How common are responsiveness and robustness faults in Iranian Android games available on popular Iranian app stores?

Q2: Does the amount of responsiveness and robustness problems in the assessed apps correlate with their popularity?

To be more specific, about 85% of the analyzed games showed to have at least one responsiveness or robustness error. Hence, it was demonstrated that more attention needs to be paid by Iranian Android developers to responsiveness and robustness testing of their apps.

[3] Muxin Wang et al have started designing and implementing an online card game based on android 2D graphics. The article introduces some fundamental technologies for developing a Texas Hold'em Poker-style mobile online card game based on Android. To complete the system's design, the game employs a three-layer C/S paradigm, with MySQL serving as the database. The client is built on Android smartphones or tablets, with Eclipse, ADT, and the Android SDK as development tools. The server's purpose in an online game is to perform active behaviors such as synchronization and broadcast. Future development will concentrate on attempting to expand the Lobby's functionality, such as introducing chatrooms to each Room. Meanwhile, we intend to create some other traditional card games using the methodology described in the article, and then run them in the platform's Lobby to attract more participants.

[4] Lidya Chitra Laoh et al developed android application food delivery services. This study intends to develop an Android-based food delivery service application that will make it easier for customers to complete their orders. The following are the findings of this study: 1) The developed application is only compatible with Android-based smartphones.2) This app is solely for ordering food

and beverages.3) To link client and server, this application requires a stable internet connection.4) This programme allows small food and beverage businesses to collaborate without losing market share because they don't have to raise their prices.

[5]Mr. M.R.M.Veeramanickam et al study on educational games application model in e-learning cloud system. In this paper, we discover new concept encompass video games software layout version in E-studying cloud the usage of Cloud as a medium to attain cease person students. What will be effects in regard to the person interface and contents of the studying environments beneathneath E-studying cloud development."What makes a a hit video game? The solution is immersion. An immersive enjoy is produced whilst the sport international is so properly crafted that the participant loses themselves in the sport enjoy"The primary paintings of this paper paintings is understood significance of video games primarily based totally mastering in cloud more advantageous E-mastering Environment.

[6] Milan Z. Bjelica et al developed tv-centric gaming applications for android os: architecture and a framework. The goal of the venture is to expand TV-Centric games. It offers numerous evolved game prototypes and offers the primary consequences of person survey with reference to the usability of the concept. Although many ideas are investigated, to the first-class of our information there aren't any works which recall an integrated surroundings of cell gadgets and TVs walking Android, with the get right of entry to each broadcast and broadband services. This paper provided a idea of TV-centric applications for Android OS, a framework for the improvement of such applications, 3 video games evolved with the framework and a consumer survey with the purpose to evaluate the usability of a novel idea.

[7] Jawaria Sarwar Khan et al have usability concerns of android casual game applications: analysis and improvements. For the sport to achieve success and for a great user experience, recreation usability and its interface usability framework for those kinds of video games, so usability questionnaire framework is usability is very important. As there has been no advanced to check their usability on android video games audience. This look at is targeted at the usability of bubble shooter informal sport apps for android clever phones. As no framework existed formerly to assess those games, so the questionnaire framework is presented, advanced from current sport and value heuristics.

[8] YeiBeech Jang at al exploring game leadership and online game community. The recreation surroundings works because the 1/3 area in which we will analyze and broaden our management skills. A general of 808 South Korean video game gamers participated in an online survey at some point of one week. The consequences display that sport community participation, crew play, and the energetic mind-set in accomplishing the undertaking of a sport have been undoubtedly associated with sport leadership. It is pretty tough to degree intangible management experiences. Measuring them via on line surveys and depending in large part on self-reporting is some other limitation. Furthermore, this survey best focused South Korean on line recreation players. In order to generalize approximately the final results of the study, we want to supply the survey internationally.

[9] Wolfgang Hohl at el started game-based learning - developing a business game for interactive Architectural Visualization. Game-primarily based totally learning techniques posit that inexperienced persons who engage with educational substances with playful and dynamic duties will study better. The commercial enterprise recreation brought about extra hobby to the scholars in obtaining new content material extra without difficulty and fast than within side the other courses. Also their excessive diploma of private obligation led to brilliant new thoughts and their very own

initiatives. The outcomes of the path have been particularly good. Four exciting and professionally finished three-D visualization tasks have been created: • three-D animation of a single-own circle of relatives dwelling because the seasons change (Seasons Change Animation) • Virtual Reality Architectural Walk-Through the use of HTC Vive (Team VR) • three-D animation of an business hall (Animated Axonometry) • Image film for a sun provider.

[10] Imam Kuswardayan at el developed design of mini synchronous game food fest in social game food merchant saga on android devices. Food service provider saga is an Indonesian delicacies enterprise topic of social video games that may be performed in cellular device. In this research, Game Food Merchant Saga is advanced to discover the generation of net carrier in multiplayer on-line game. The software program check is performed with the aid of using black field approach which observe the effects of functionalities, integrity, and machine performance. The synchronization process between players in Mini Synchronous Game Food Fest in Social Food Game Merchant Saga can run smoothly 2. The implementation of the game play and game rules can be run with the scenario designed. 4.Mini Synchronous Game Food Fest implementation can work well on the android device.

[11] Faisal Bin Al Abid et al have started cross-platform development for an online food delivery application. Popular use of various mobile operating systems like android and iOS, applications in these sectors are getting more significance than ever. Cross platform development is useful because user can write their code in one language that can easily be compiled to multiple platforms, i.e. platform independency can be achieved. A solution to which use web technologies HTML, CSS and JavaScript has been time as well as cost of developers will be reduced. We have tested known feasibility study apps named Foodpanda, Hungrynaki which are commonly used in Bangladesh. We used PhoneGap framework based on HTML, CSS, JavaScript which is well known. With easy development method, we built the app in no time and it even outperforms other apps in cost-benefit analysis. It can be considered one of the biggest advantages. The app works well on a real device rather than a simulator.

[12] P.Saratha at el developed a formal specification for online food ordering system using z language. Natural Language Processing (NLP) directed to ambiguous representations for software requirements. Ambiguity at different levels creates different representations and meanings and meaning. This document mitigates issues of levels of ambiguity for software requirements specification (SRS) using formal methods. The device is designed the usage of Unified Modeling Language (UML) example of use case diagram. The specification is created for the device conduct to remove the ambiguity. Along with this, Z/EVES device is used for the assessment of Z specs for the demonstration. The device is designed the usage of Unified Modeling Language (UML) example of use case diagram. The specification is created for the device conduct to remove the ambiguity. Along with this, Z/EVES device is used for the assessment of Z specs for the demonstration.

III. Conclusion

Games on android application are become more interesting and exciting as it enhance cognitive abilities, which boost the problem solving skills and logics. It helps one to think in innovative way. As the ability of our generation increases, it grows nearer and in the direction of matching wits with our innovative minds. Simultaneously, a second, extra savvy technology of game enthusiasts are developing up, absolutely uncovered to gaining knowledge of via games. Young humans aren't handiest excited to play games, however they're captivated with growing them.

Subsequently, sport improvement gear are locating their manner into more youthful and more youthful hands. As a result, the subsequent frontier of instructional gaming may be created with the aid of using the very technology who had been nurtured with the aid of using video games at some stage in childhood. The quit fabricated from this overall synergy among training and virtual gaming cannot without problems be predicted, however one component is for certain… it'll be an unique ride!

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