

## Mobile Information Device Programming Projects

### Project Groups

Group 1	Project	Description
Kyle Lemuel EM01KKL3 Terry Anum EM03TTA Nicky Lloyd-Young EM03NLY Alireza Shirai-kelshady em01ars	Smart Characters	Mobile Device Enablement
Group 2 Raju Patel EM02RRP James Minty EM02JJM Stephen Ng	Blackjack Game	We will be using a random number generator bound by card statistics (e.g you can only have 4 aces etc). The game will follow standard blackjack rules. Two cards will be automatically generated each of the cards will be assigned a value up to 11. A new card will be given to the user until they go bust or hold.
Group 3 David Hope EM01DDH Grace Egboh EM02GOE Amarjit Virdee	Hangman Game	
Group 4 Thomas A. Colthurst EM02JJA Christopher M. Harcourt EM03CMH Jimshed Ahmed EM02JJA	Chess game	Our aim is to design and implement a simple 2 player chess game for a mobile device. Depending on time constraints we will then look at extending the game so it can be played by two players using separate devices.
Group 5 Moassaad Denideni EM02MMD Fahed Barakat EM03FFB Shamona Ali EM02SAA	Snakes and Ladders Game	

### Important Deadlines:

**18/04/05 Report Submission** – The report should clearly describe the project and technology and application development. It also will have a printout of the code as an appendix. Each member of the group should clearly define their responsibilities and how they achieved it. The report should be group submission with clearly each person contributing to the section that they were responsible for. The introduction and conclusion should be written by the all group members. The report should not be more than 4000 words exc. Appendix.

**21/04/05 Group Presentation of the Application** – All groups should be prepared to present their work. The selection process for group presentation will be random.