



**A Report submitted in partial fulfillment
of the regulations governing the award of
the Degree of
BSc (Honours) Computing for Business
at the Northumbria University**

Project Report

Multigame ,an embedded multiple games in mobile devices

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Year

2004 / 2005

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Abstract

As a gamer, it is always the challenge to play a new game. Some gamer have intention to try and develop a game from himself. Any gamer knows that Artificial Intelligent is the most important element in a game. And the normal size that a game consists is above 100MB. So Artificial Intelligent is merely impossible to be fitted into a mobile device that has limited memory. The substitute for A.I is inference engine.

In this application, user can play 2 amateur standard games that is stand alone. The fact that this application is solely for academy purpose, it is not to be compared with any other commercialized or contenders system.

The inference engine is basically logic designed by the programmer and some consider it very stupid. Since the logic is purely "if-else" based, it is fairly simple to be programmed. But to get the logic to work as plan is something that needs to be tested out before jumping into any conclusion.

Normal game that is available for mobile devices are pure singular and very rare is double or more, so the intention is to build a double or more type of package game for mobile device.