# Ludo game improvement using android and live verbal exchange using cloud

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*1.1 Abstract—*

1.1.The development of the Android game app continues to be one of the best places where existing programmers seem to be very active. So in this project we are going to do a gamming app like Ludo which if any winner wins a cash prize. This app is perfect for the passing time of student and family members..

Android platform is the second-best platform for mobile apps and is undoubtedly the best eco gaming apps than iOS. 3D figuresmake your games more realistic and comfortable; so in this book, you will find that we are slowly entering the building using the first experimental game called Drone Grid. In addition, this book provides an in-depth study of the code that will be modular and relevant in helping you build your games using advanced techniques.Android is the second-best apps and apparently the hottest eco apps than iOS. Using the experimental game which is called Drone Grid. In addition, this book offers a deep study of easy-to-use codes and programs which helps user to create their own games using advanced vertex and split pieces.

Drone Grid is a game case study similar to the Geometry Wars game series that is best-selling and used to utilize the gravity grid with colorful graphics and particles.After reading the book you will have the sufficient knowledge to build your first 3D Android game app for smartphones and tablets and many more devices which runs Android OS. You can also be able to publish and sell your Android app in popular Android app stores like Google Play Store or UC browser

In our project, we will be dealing with ludo app development and then video sharing carried with live conversation.

*1.2 Keywords— ludo game strategy ,android app, cloud app for ludo Live Streaming; Inter-Overlay Optimization; Distributed Approach*

*1.2.1*

1.   Introduction :-

2.   Gaming is another way to be busy when sitting idle and doing nothing. You must have heard names of a certain ,game that were popular for a while including Angry bird, Candy crush, temple run etc. People used to play it for fun and entertainment which mobile games are competent to

offer and they can also get a cash prize. Mobile games have become part of our daily routine, entertaining millions and billions of people. People use their free time to play games that help them maintain their mental health and focus. Some studies have shown that playing mobile games increases the ability to memorize, making decisions such as what to do or not. Mobile games have many benefits that make it fun to play anywhere, anytime with anyone. In the years to come, mobile games will certainly reach higher heights to help people.

3.   According to the Hancock Ludo Game you compete at a speed where players sit on the board and play their characters from the beginning of the position to the end of the winning position.

4.   The board contains 40 oriented field rings. Every 10 field is not the first field for the player. Directly in front of each of the first stadiums there is a route to the four consecutive scoring teams according to the first field of the player. The rules are as follows (changed from Wikipedia):

5.   1. There are only four players: red, blue, yellow and green.

6.   2. Every player has four numbers that were not in the game before.

7.   3. Players roll the dice in six consecutive ways to unlock it.

8.   4. If one of the next moves is possible the player must select one>

9.   (a) A player may submit any of his or her numbers to the front of the match and the exact number of dots to move.

10.   (b) If a player has six letters and has numbers out of the game, he or she may enter number one in his or her first star break.

11.   .

12.   If the destination field is moved by its image, movement is not allowed. If the opponent's number is left, the opponent's number is removed from the game and moved on. Statistics may not visit or transfer the first field out of the game

13.   5. After six throws, the player must play otherwise the next player must play.

14.   6. After completing the cycle on the board the number should include the goal fields of the same player of

his or her color. The first player to complete all four goals will win

## RELEATED WORKS:

The field of android games have become popular over the past few years and developers try to make games with most interactive and innovative features. As we can see there are tons of android games available on Google play store and the thing which makes a game more appealing apart from the others is the interface and features. The key to make a successful application is the amount of work you put in before starting to make the app. There several LUDO games with different interfaces and features are available on Google play store but we are trying to build a somewhat unique LUDO game app with some good graphics and a new feature which makes it stand out from the others. Another important part which makes an app successful is the icon of the app. Making a unique and appealing icon attracts the user. Our group has put have made an through study before starting on making the app.

## PROPOSED PLAN OF WORK:

The work started by studding the basics of Android development and how to work on Android Studio. After that we studied how to make a basic android app to print Hello world. This is an initial study and by doing this we gained the knowledge of how android application works. We then try to acquire the knowledge on prerequisites of working on android studio i.e. JAVA, XML etc. We have categorise the process App Development as follows
1. Strategy
 2. Analysis and Planning
3. UI/UX Design
4. App Development
 5. Testing
 6. Development and Support This can be more illustrated in the Figure given below-



The above figure shows the basic process of app development which started by making a strategy followed by Analysis, design, development and testing before launching our app. Starting with strategy, we have planned

to make somewhat different and unique LUDO app with different features. After to learn and analyze the elements needed to build an app. We have put together how our app can be different from many others in the play store. Planning is an important part as it provides the basis for a project that we want to continue to explore. The user interface of the app is all that the user can see and share. Android offers a variety of pre-built features such as custom layouts and UI controls that allow you to create a graphical interface for your app.Android also offers some UI modules for specialized communication sites such as chats, notifications, and menus. The UI is defined in the xml file. During integration, each item in the XML is merged into an equal part of the Android GUI with symbols representing the methods. The app contains Background 2. Background includes the data and server features needed to support your mobile app activities. If you are using an existing backup platform, then configuration may be required to support the desired mobile performance. Front-end is a traditional mobile app that will be used by the end user. In most cases, mobile applications have interactive user experience using the API and back up data management. When the user does not have an access to an internet connection then the app may use local data storage.Performing complete quality assurance (QA) during the mobile app development process makes the applications stable, usable and secure.To ensure a complete QA test for your application, we will prepare test conditions that address all aspects of the app testing.

## PROBLEM FORMULATION NEED OF IMPLEMENTATION

Based on the interest of people's they want to play games in Group and communicate with each other but that is not possible due to many reasons since there are many app available but communication and live streaming is not there.
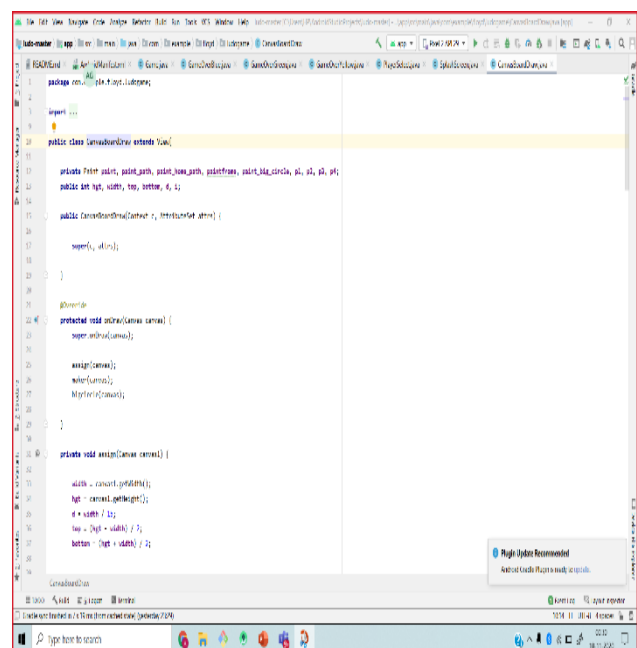
## WORD DEVELOPMENT BY LIVING BROADCASTING

Cloud Conversational applications are a layer of code built into cloud chat APIs that include the App_Install_Id parameter. This parameter is accepted when registering a dedicated configuration manifest that defines its size and features.

**There are two different types of Cloud Conversational applications:**

### Global Conversational Cloud applications
This type of application needs to be published in the Market by LivePerson Developer and will be available to all LP customers to install (use / ride) and manage within LE. Global applications are limited to LivePerson only and cannot be built by third-party developers (currently).

### Independent Cloud Chat Applications
Customer will be able to develop and implement its own Conversational Cloud Applications programs. These applications will not be published in the Marketplace.

This type of Cloud Conversational application will be installed manually by downloading JSON Manifest based on the Conversational Cloud Application installation schema. This schema will be downloaded under a specific account RELATED ACTIVITIES

Two types of schemes based on the internal functioning of the overlay were recently proposed: overgrowth based on trees and overlay-based overlay. Borrowing ideas from multicast IP, tree-based contracts are simple, efficient, and scalable. There are two types of tree-based contracts, including single-tree contracts, such as ESM, NICE and Zig Zag, as well as multiple drug contracts. A major issue for single tree contracts is to create a multicast tree that does not become extinct. Multi-drug agreements, such as MDC, emphasize the overall stability and balance of the distribution network load. The basic idea is to divide a video of a single radio into parts based on a "layer concept" on Coop Net or baking ideas. However, the abandonment or moral breakdown of areas in the upper parts often creates a buffer overflow. They are unable to provide backup streaming services, and they can destroy any backup services. To improve the stability of the services, we are proposing machine-based policies, in which each peer can receive media information from multiple "parents" and provide multiple "child" services, such as Cool Broadcast, PROMISE and GNU broadcasts. The use of mesh resources is higher than that of the tree. Due to a random selection algorithm, service quality cannot be guaranteed, such as start-up delays. Also, to reduce the impact of peer independence on broadcast services, a much larger buffer space, such as that used in Cool streaming, is needed. Zhang proposed a DHT-based P2P resource pool, SOMO to manage global resources and increase the frequency of ALM (Application Layer Multicast), especially accounting applications. The main idea of these methods is to organize

all your peers firmly, ignoring the features of certain programs. However, the high cost of maintenance makes these methods very scary. Indeed, even though we have global knowledge of the P2P network, finding the right resource allocation is still difficult with the NP. Based on a fully distributed heuristic, our proposed method selects streaming methods and uses key links or peers as backup providers. The use of Interoverlay is optimized for AnySee to implement traditional compression techniques



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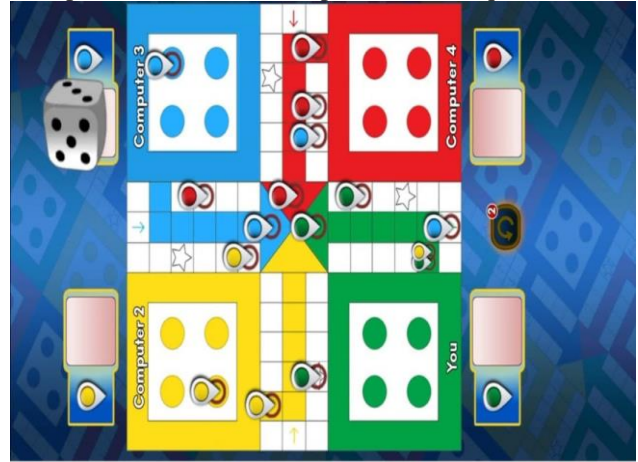
# ALGORITHMS OF GAME

## STEP 1 – START

## STEP 2 – Splash Screen
STEP 2.1-Create SplashScreen  activity
STEP 2.2-Launch the PlayerSelect activity

## STEP 3 – PlayerSelect
STEP 3.1 - Create PlayerSelect  activity
STEP 3.2 – Launch the Game activity

## STEP 4 – GameOverYellow
STEP 4.1 Create GameOverYellow
STEP 4.2 Launch PlayerSelect activity

## STEP 5 – GameOverRed
STEP 5.1 Create GameOverRed
STEP 5.2 Launch PlayerSelect activity

## STEP 6 – GameOverGreen
STEP 6.1 Create GameOverGreen
STEP 6.2 Launch PlayerSelect activity

STEP 7 – GameOverBlue
STEP 7.1 Create GameOverBlue
STEP 7.2 Launch PlayerSelect activity

STEP 8- CanvasBoardDraw
STEP 8.1. intitializing CanvasBoardDraw
STEP 8.2. assign(Canvas canvas1)
STEP 8.2.1. initializing width, hgt, d, top, bottom
STEP 8.2.2. Creating object p1, p2, p3, p4 of Paint
STEP 8.2.3. Setting color for path, home_path, frame, big_circle
STEP 8.3. End assign
STEP 8.4. maker(Canvas canvas1)
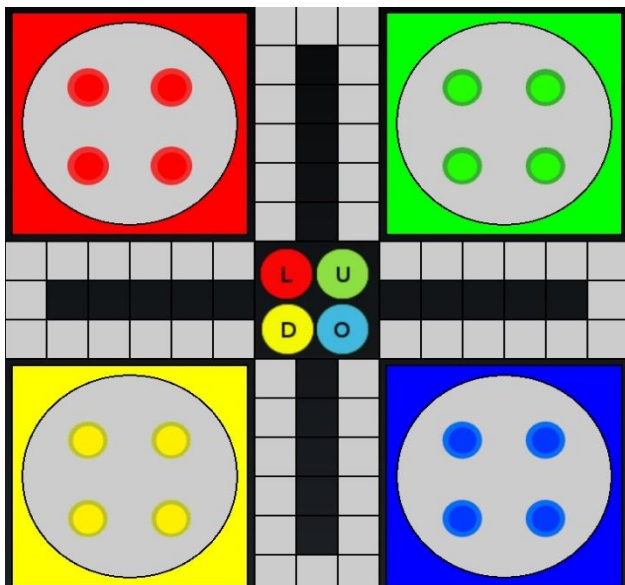STEP 8.4.1. Draw rectangle
STEP 8.5. End maker
STEP 8.6. bigcircle(Canvas can)
STEP 8.6.1. Drawing circle of four boards
STEP 8.7. End bigcircle
STEP 8.8. Stop

**DIAGRAM**



## CONCLUSION

In this paper we discussed the design and implementation of our app that how our app is going to work . The project is built using android studio. Communication and live streaming will be there in the game performing each and every task. To conclude we made our app solely to provide gaming experience with live interaction.

In this paper, we propose an inter-overlay optimization based live streaming scheme. Instead of selecting better paths in the same overlay, Any See peers are able to construct efficient paths using peers in different overlays. We evaluate the performance of Any See by comprehensive simulations. Our experimental results show that Any See outperforms existing intra-overlay live streaming schemes, such as Cool streaming.

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