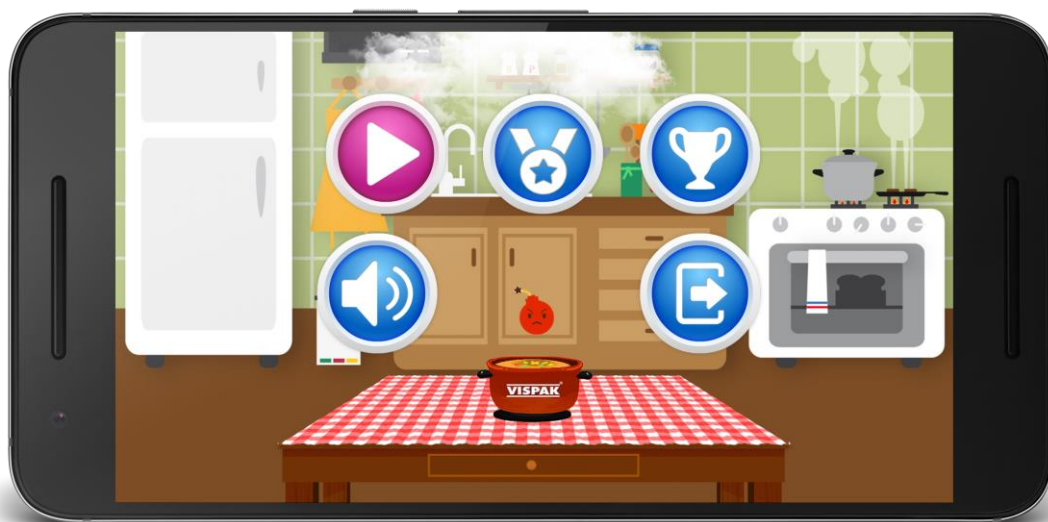Game development

Android, Html, iOS game

Using libGDX framework

Kenan Begić

Game is developed in libGDX framework. Game is developed for 3 platforms HTML, Android and iOS. Every platform has its own platform specific code and we have 3 projects for every platform. Next paragraph contains some of screens of game. Game is same for every platform. Backend was develpped in cakePHP and it has a lot of functionalities such as user tracking, reward tracking, device (Anrdoid , iOS and HTML) tracking and its progress for every 5 levels and rewards winning with barcode. HTML game is poset fo Facebook as Facebook App. Game is completely developed and tested but is waiting for approval for publish on mentioned three platforms.

Here are some screens generated from android.

Izaberite level

1   2   3   4   5

Lista rezultata

#	Igrač	Rezultat
1.	Zerina	3575
2.	Zerina	2210
3.	Zerina	2175
4.	Zerina	2115
5.	Zerina	1960
6.	Zerina	1530

iju juhu potrebno je:

akupljati meso

akupljati mrkvu

bjegavati krompir

Po

Sredina sedmice je idealna za miris prave kokošije juhe koja je spremna samo za dvije minute. Uz lončić instant kokošije juhe svaka pauza traje duže!