

Universiti Teknologi MARA

**Jigsaw Puzzle Personalized
Game for Android**

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**Proposal submitted in partial fulfilment of the
requirements for Bachelor of Computer Science
(Hons.) Faculty of Computer and Mathematical
Sciences**

July 2019

SUPERVISOR APPROVAL

JIGSAW PUZZLE PERSONALIZED GAME FOR ANDROID

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This proposal was prepared under the supervision of the project supervisor, Dr. Hayati Abd Rahman. It was submitted to the Faculty of Computer and Mathematical Sciences and was accepted in partial fulfilment of the requirements for the degree of Bachelor of Computer Science (Hons.).

Approved by

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JULY 12, 2019

ACKNOWLEDGEMENT

Alhamdulillah, praises and thanks to Allah because of His Almighty and His utmost blessings, I was able to finish this proposal within the time duration given. Firstly, my special thanks go to my supervisor, Dr. Hayati Abd Rahman, for agreeing to be my supervisor and guide the project. Secondly, I want to thank our lecturer, Associate Professor Zaidah Ibrahim for guiding me to finish the proposal and help me understand the course. Next, I want to thank our course coordinator, Dr. Nur Atiqah Sia Abdullah for providing additional help both academically and mentally.

Special appreciation also goes to my beloved parents, who helped me going strong emotionally and mentally. They always give advice to me whenever I'm down or when I have certain problems.

Last but not least, I would like to give my gratitude to my dearest friend, Faiz Ikhwan Bin Mohd Rafhan Syamil. He is always there when I need help.

TABLE OF CONTENTS

CONTENT	PAGE
SUPERVISOR APPROVAL	ii
STUDENT DECLARATION	iii
ACKNOWLEDGEMENT	iv
TABLE OF CONTENTS	v
LIST OF FIGURES	viii
CHAPTER ONE: INTRODUCTION	
1.1 Background of Study	1
1.2 Problem Statement	1
1.3 Research Questions	2
1.4 Research Objectives	2
1.5 Research Scope	2
1.6 Research Significance	3

CHAPTER 1

INTRODUCTION

This chapter provides the background and rationale for the study. It also gives details of the significance of jigsaw puzzle, the issues and problems that led to this research.

1.1 Background of Study

In this era where everything is available at the fingertip, a lot of parents provides smart phone to their children (Macgill, 2007). With so many different games available, it's important to have game that could be played in a family setting which could help in the children's development and not destroying them, in addition to filling family time with useful activities.

There are many different mobile games available on the internet. One of games suitable for family setting is jigsaw puzzle game. Jigsaw puzzle was originally made as an education tool to teach Geography (McAdam, 2014).

1.2 Problem Statement

There are many jigsaw puzzle applications available on the Play store, some of them take advantage to make multiple releases of the same application under different name and put advertisement to gain profit. Some of the advertisement libraries used by the applications to display the advertisement had security and privacy issues which actually put the end user in danger (Grace, Zhou, Jiang, & Sadeghi, 2012).

On top of that, a study by Ayinde (2016) showed that personalization prevents stress and improves satisfaction. Because of that, a personalized jigsaw puzzle game application has been decided to be created, that is free without any advertisements.