

**Universiti Teknologi Mara**

**IPHONE GAME BASED APPLICATION DEVELOPED  
USING XCODE 4**

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## **ABSTRACT**

In tapping the thriving mobile business, a study on mobile content development, specifically local ones is urgently required. Highly wanted local contents development is in need for education, entertainment, and games. Thus, a mobile game with the presence of local content based element is developed. It was technically tested for its functionality and compatibility. Furthermore, in order to assess the insights of potential players, informal interviews and observations were conducted. In addition to that, the local mobile game based developed using Xcode and implemented in the iPhone itself. Respondents overwhelmingly considered the application as interesting and really interactive, successful in delivering the intended elements and also interesting to be played.

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# CHAPTER 1

## INTRODUCTION

### 1.0 Background

Mobile game is a video game played on a mobile phone, smartphone, PDA, handheld computer and so on. This does not include games played on handheld video game systems such as Nintendo DS or PlayStation Portable.

(Mobile game, 2011)

At the present time powerful mobile phones that have great computer performance, storage capacity, graphical and audio capabilities had been produced by technological advances in mobile devices. The games technology in the mobile phones is continuously attract many people over the world. (Shiratuddin & Zaibon, 2010)

This research is about developing mobile games that are more into local element based game environment using iPhone OS base mobile phone.