

## I-PHONE CASE STUDY

iPhone Development at MTS



### BRICK HITTER

**A game.. What are the basic qualities that makes a game to stand out off the crowd ?**

A good theme of game.. a good animation... sound effect should be good.. scoring should be done on the genuine grounds. All these qualities are taken special care off here.

**Theme of the game..??**

Here player is provided with a gun through which he hits the target. The twist of the game and the thing that is making the game interesting is the blocker that movers between the gun and the bullet.

Here the player has to complete the target in the allotted time and when the player hits the target then a sound is played and the ball bounces back. And one thing that has to be kept in mind is that...the blocker cannot be destroyed.

**What is the role played by the time limit.??**

Game begins with a 10 second time and the time increases by 3 seconds each with a correct hit.

**How does the player win or lose in the game??**

The player wins incase if he hits all the seven target and loses it the times up..!!

### Project Snap Shots

