

**VISVESVARAYA TECHNOLOGICAL UNIVERSITY,  
BELAGAVI - 590 018**



**Mini Project Report**

**On**

**“FLIP-IT GAME”**

**A report submitted in partial fulfillment of the requirements for  
MOBILE APPLICATION DEVELOPMENT LABORATORY (18CSMP68)  
in  
COMPUTER SCIENCE AND ENGINEERING**

**Submitted by**

**HANAN SALEEM BAJI**

**4AL18CS024**

**HYMHA N RAJ**

**4AL18CS025**

**Under the Guidance of**

**Ms. Shilpa**

**Assistant Professor**



**ALVA'S**  
Education Foundation™

**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING  
ALVA'S INSTITUTE OF ENGINEERING AND TECHNOLOGY  
MOODBIDRI-574225, KARNATAKA**

**2020 – 2021**

**ALVA'S INSTITUTE OF ENGINEERING AND TECHNOLOGY**  
**MIJAR, MOODBIDRI D.K. -574225**  
**KARNATAKA**



**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING**  
**CERTIFICATE**

This is to certify that the Mini Project entitled **"FLIP-IT GAME APP"** has been successfully completed by

**HANAN SALEEM BAJI**

**4AL18CS024**

**HYMHA N RAJ**

**4AL18CS025**

in the partial fulfillment for the award of Degree of Bachelor of Engineering in Computer and Engineering of the Visvesvaraya Technological University, Belagavi during the year 2020-2021. It is certified that all corrections/suggestions indicated have been incorporated in the report. The Mini project report has been approved as it satisfies the academic requirements in respect of Mini Project Work prescribed for the award of Bachelor of Engineering Degree.

**Ms. Shilpa**  
**Mini Project Guide**

**H.O.D.**  
**Dept. Of Computer Science & Engineering**  
**Dr. Manjunath Kotari,**  
**Alva's Institute of Engg. & Technology**  
**HOD CSE**  
**Mijar, MOODBIDRI - 574 225**

**External Viva**

**Name of the Examiners**

**Signature with Date**

- 1.
- 2.

## ABSTRACT

A gaming device includes a base member and a plurality of components. The base member has an upper surface and a bottom surface. A first pair of components is disposed within a first gaming area of the base member and a second pair of components is disposed within a second gaming area of the base member. Each of the components is in one of two selectable states that are toggled by pressing down on the components. Each component has a gaming type characteristic and either surrounds or is surrounded by another component. The gaming device is highly portable as no additional components are needed for game play. The gaming device does not include any electrical components and component states are toggled through entirely mechanical means.