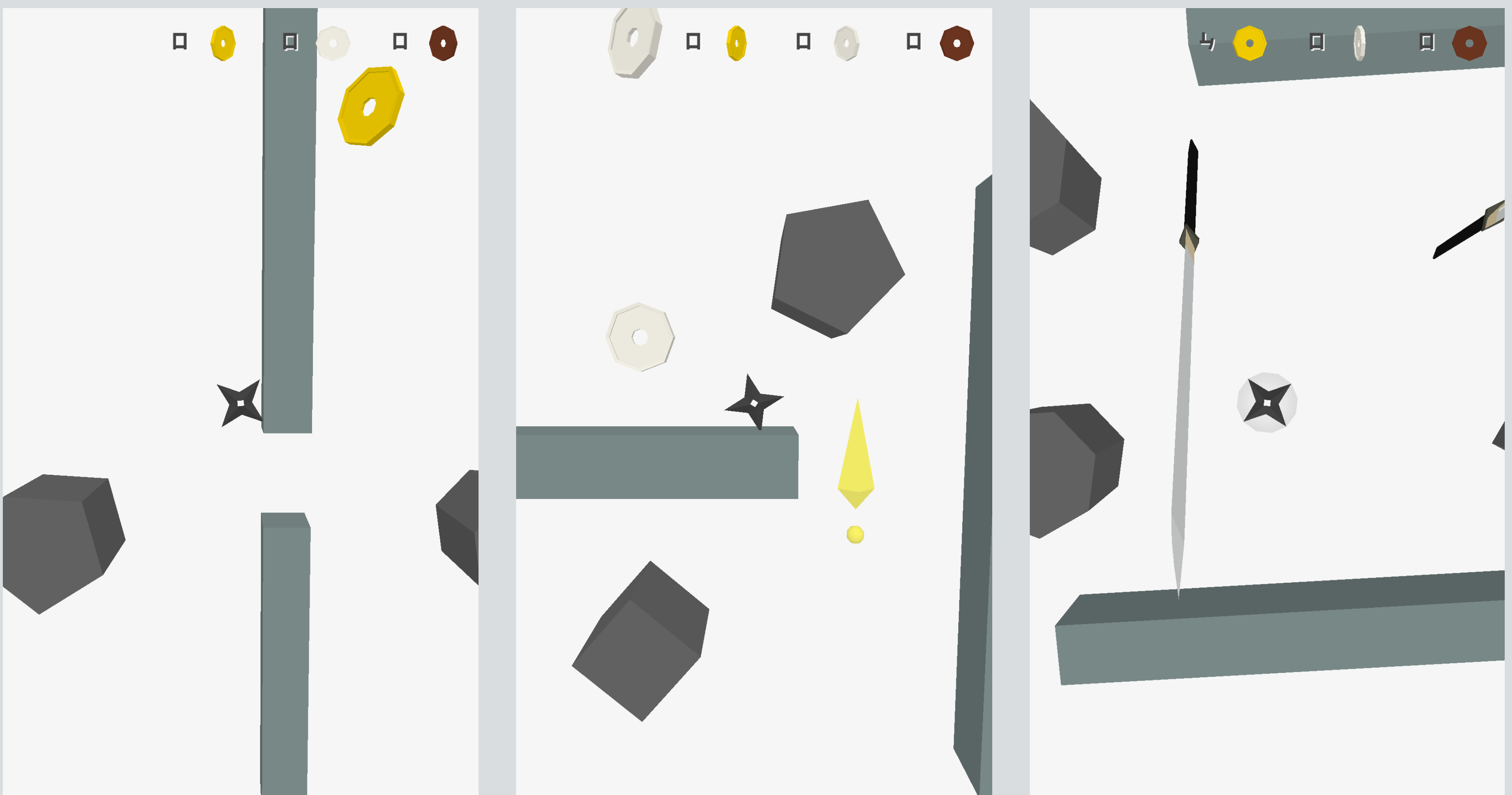


# Shuriken Way

## An Android Puzzle Game

Shuriken Way is a physics-based puzzle game for Android devices, where the goal of the player is to complete all the levels while getting as high of a score as possible in each of them. The player is given control of a shuriken (a star-shaped throwing weapon) and the goal of every level is to collect all the coins in it. This is usually done by hitting the coins with the shuriken. Very often reaching a coin requires the player to plan out their actions and use certain mechanics of the surrounding objects. Throughout the levels there are also objects that are explicitly there to try to stop the player from reaching some coins. The score for a level is based on how quickly the player was able to complete it. Shuriken Way was developed for the purpose of writing a Bachelor's thesis but the development will be continued in the future.

A total of 8 types of game objects with different mechanics have been implemented and can be encountered while playing the 9 (currently) available levels.



### The Approach

The game was developed without the use of game engines. Low-level techniques for computer graphics were used instead. OpenGL ES 2.0 was used for rendering the 3D graphics and Android Java was used for programming the 2D mechanics of the game.

### Play The Game

You can play/test the game yourself by installing it onto an Android device. Go to [bit.ly/2LCiVhi](http://bit.ly/2LCiVhi) (scan the QR code) and go to the download page. Download the installation package (*shuriken-way.apk*) and run it.



[bit.ly/2LCiVhi](http://bit.ly/2LCiVhi)

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