

Project	The Heaviness Game
Project Credits	2 Units
Candidates	Mr. Nantapon Piwngam 520480090
Advisor	Mr. Eak Bamrungsi
Program	Bachelor of Science
Field of study	Computer Science
B.E.	2556

Abstract

Due to nowadays, Game technology on Android system becoming more popular. Children are addict to the game on mobile phone too much; it has a great effect on players' intelligence and idea development because they play games that doesn't help improving intelligence and thought of the players. Developers realize that they need to create the game that can help people developing their intelligence, thought and intellection process. They use a Object technique, JAVA Android and Eclipse program to develop their games. When the games were first launch as a demo to the target group, they found that the result was satisfied. Players know that they can practice their skill such as resourcefulness and development of idea and thought. The objective to development game was successful.

Keyword :Games / Weight