

**VISVESVARAYA TECHNOLOGICAL UNIVERSITY,
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A Project Report On

“ChaturEk - An Indian Traditional Game Chowka-Bara on Android.”

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ABSTRACT

Game existed in the past, continued to exist in the present and will be exist in the future too. But the ways in which games played earlier and played today differ. This difference is brought by the evolution in computer and communication technology. The gadgets used today are smart, namely, digital camera, barbie dolls, smart phones and the list continues.

Smartphone's are one the newest and fastest growing hardware platforms in recent years. The number of users playing and downloading games on the Android and iPhone application markets are growing rapidly. A majority of users have been known to play common retro games such as solitaire as well as newer flash games like Angry Birds. These titles are usually "pick up and play" and provide quick entertainment while you're waiting for the bus or in between a work break. Given the huge popularity of these applications we decided to create a board game that was played by our ancestors. The overall goal was to take part in this new platform, utilize our course programming experience, and create a fun quick game that can be played with a friend on an android mobile.

The objective of the game is simple, it is an Indian traditional game called as "Chowka Bara". Chowka Bara is a 'Race Game' where in two to four players race their respective pawns on a board of 5x5 squares to reach the inner most square. The movement of pawns is controlled by throw of four cowrie shells, hence it is a game of chance. Since each player has four pawns, he can decide which coin to move; hence it also comes under strategical games. And the player who takes all his pawns to the innermost square earlier than the opponent(s) will win the game.