Annotation

Research and finding a solution for creating a native mobile application for the Android operating system, which is a game in the Runner genre, as well as the main methods and functions, will be outlined in my graduation project. This application can be successfully published in the PlayStore mobile app store, as it fully meets all the parameters. For this application, an analysis of the best game movements and technologies for creating mobile games was conducted. As well as the economic justification of the project, confirming its feasibility, and the analysis of labor for the development of the application under consideration.