WaterBubble Game Using Qt Quick

File:WaterBubble Project.zip is a simple children's game in which they pop air bubbles that appear on the screen (either by touching or using the computer mouse). The game is tested on **Nokia N8** Symbian^3 device.

WaterBubble QML File (Step by Step)

So Let's create this app step by step.

First we need to create Item QML Element. So we created Item Element and gave it a unique Id. Now we need to define the size of the game's screen. So we added Width and Height tag in Item Element. We will add other required QML Elements for this game in this Item Tag. So Item tag will be the Parent for All elements.

```
Item {
    id: waterBubble

    // Added property to store bubblecolor
    property real bubbleColor: 1

    //This is a desktop-sized example
    width: 800; height: 480

     // All below QML Elements come here
}
```

Now we add the water Graphics in the item tag by creating Rectangle QML Element with background color look like water. You can design this tag using Design Tab of the Qt Creator. If your design tab is not enabled even if QML File is open in Edit tab, then go to *Help Menu >> About Plug-in* and check the *Designer* check box under Qt Creator name.

```
    // water
    Rectangle {
        id: water
        width: parent.width
        height: parent.height
        radius: 0
        gradient: Gradient {
            GradientStop {
                position: 0
                color: "#0d4dcc"
            }
            GradientStop {
                position: 1.01
                color: "#3471f5"
            }
            GradientStop {
                position: 0.22
                color: "#446af5"
            }
            GradientStop {
                position: 0.99
                color: "#3b62ee"
            }
```


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```
            GradientStop {
                position: 0.74
                color: "#0b53c0"
            }
            GradientStop {
                position: 0.22
                color: "#186dec"
            }
            GradientStop {
                position: 0.43
                color: "#2488f9"
            }
            GradientStop {
                position: 0.99
                color: "#0b4cb3"
            }
        }
    }
```

Now we add Small water bubbles in the water using Particles QML element that popping automatically in the water.

```
// small bubbles
    Particles {
        id: smallbubbles
        x: 0; y: 0; width: parent.width; height: parent.height - 32
        source: "images/SmallBluebubble.png"
        angleDeviation: 360
        velocity: 0; velocityDeviation: 0
        count: parent.width / 30
        fadeInDuration: 2000
        opacity: 3
    }
```

Now we need to add the code for popping the bubbles when any mouse event occurs. So we added MouseArea QML Element on *Item* Tag. There we defined the *OnClicked* and *OnPositionChanged* events and also added the code there to display image of the bubble.

```
    MouseArea {
        width: 800
        height: 448
        anchors.rightMargin: 0
        anchors.bottomMargin: 0
        anchors.fill: parent
        onClicked: {
            try {
                if (bubbleColor == 1){
                Qt.createQmlObject("import Qt 4.7\nImage {\n    id: whitebubble\n    x:" + mouseX + "-40  \n    y: " + mouseY + "-40
                } else if (bubbleColor == 2)
                    {
                    Qt.createQmlObject("import Qt 4.7\nImage {\n    id: pinkbubble\n    x:" + mouseX + "-40  \n    y: " + mouseY + "
                }  else if (bubbleColor == 4)
                    {
                Qt.createQmlObject("import Qt 4.7\nImage {\n    id: bubble\n    x:" + mouseX + "-40  \n    y: " + mouseY + "-40 \n
                }


            } catch(err) {
                dialog.show('Error on line ' + err.qmlErrors[0].lineNumber + '\n' + err.qmlErrors[0].message);
            }
        }
        onPositionChanged:{
            try {
                if (bubbleColor == 1){
                Qt.createQmlObject("import Qt 4.7\nImage {\n    id: whitebubble\n    x:" + mouseX + "-40  \n    y: " + mouseY + "-40
                } else if (bubbleColor == 2)
                    {
                    Qt.createQmlObject("import Qt 4.7\nImage {\n    id: pinkbubble\n    x:" + mouseX + "-40  \n    y: " + mouseY + "
                } else if (bubbleColor == 4)
                    {
                Qt.createQmlObject("import Qt 4.7\nImage {\n    id: bubble\n    x:" + mouseX + "-40  \n    y: " + mouseY + "-40 \n
                }


            } catch(err) {
                dialog.show('Error on line ' + err.qmlErrors[0].lineNumber + '\n' + err.qmlErrors[0].message);
            }
        }
    }
```

To make it little more interesting we added feature to select the color of the bubble: White, Pink, and Green.

Game screenshots

Here are some screenshots of the Waterbubble Game running on Symbian simulator and desktop environment.

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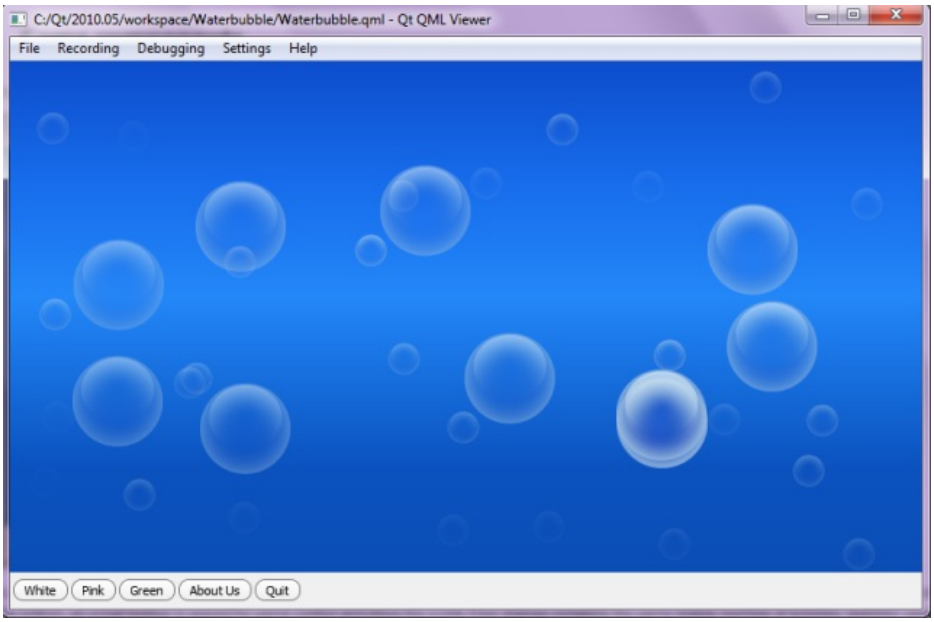

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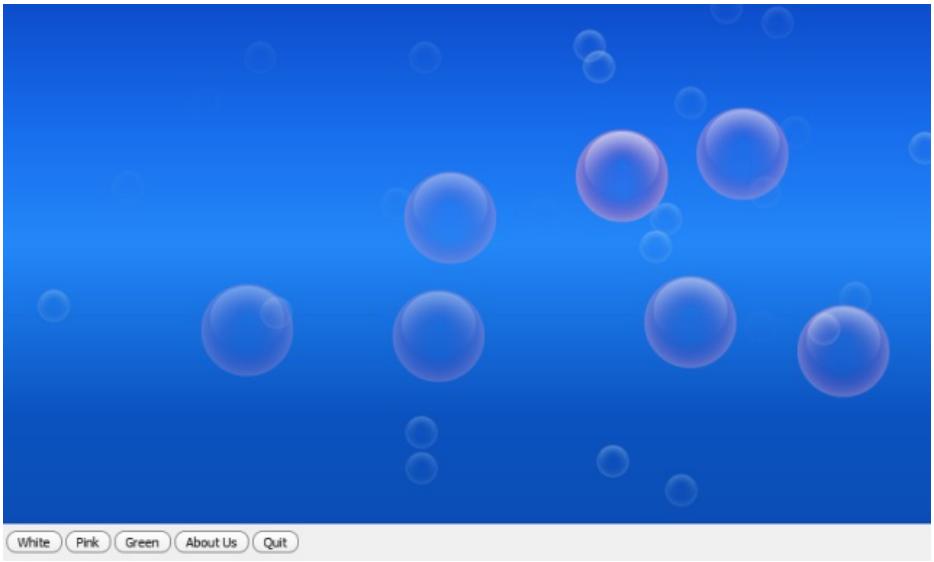

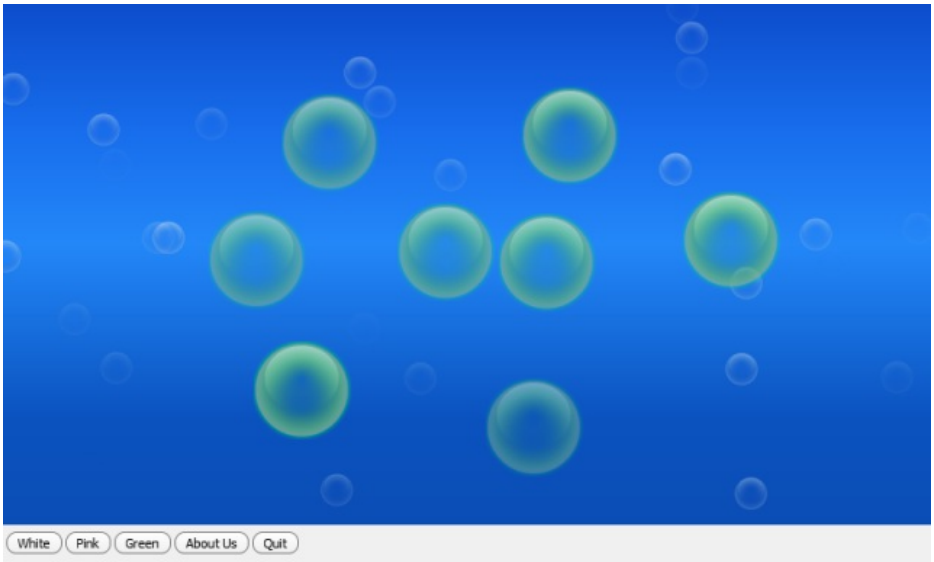

Source Code and sis file

The source code is available from File:WaterBubble Project.zip. You can download sis file for Symbian^3 device from this link: File:WaterBubble.zip. This Game is tested on Nokia N8 device.

Video

You can also watch the WaterBubble Game in action below: The media player is loading...

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