**INTRODUCTION**

This project is a game about life. The main objective of this game is to bring up “Tiner”, the leading character. “Tiner” grows up from a baby to an adult. This game simulates some of the real situations that may encounter in real life. There are different physical and psychological indexes at different age stages. Different actions can also be taken at different ages. Development of “Tiner” depends on the choices that player made. This project is a portable game with WinCE5.0 as the operating system. It is developed on a development board with ARM920T Processor. The development board comprised with a colour LCD with touch panel and therefore the operation of the game is very simple.

**AIM AND OBJECTIVE**

This project aims at helping players understand some different behaviours of different ages and entertaining people especially for female teenagers. In order to help player understand more about people of different ages, some characteristics are added in this game. For example, different indexes and actions for different ages. These characteristics can help players understand how people of different ages live differently. “Tiner” can simulate some reality of people in the society. It also simulates some real life problems, like choosing which subjects to study and choosing whom to marry with. As the game simulates some real situations of human life, it can help player observe and experience the challenges which may not happen in real life.

**GAME DESIGN**

When producing the project, there are four stages of developing the game.

1. **Structure of the game**
2. **Integration of the whole game**
3. **Mini-games**
4. **Implementation on the board**

**RESULT**

The structure of the game and mini-games were developed. The whole game was implemented on the development board successfully.

**CONCLUSION**

Although there are some similar games existed in the market, some new features are added in this project to make the differences. This project is recommended to develop a linking between two boards so that it can support multiple players to play and communicate with each other. The easiest way is to link the two boards with a serial port.

**FURTHER ENHANCEMENT**

Nowadays, multiplayer games are popular. There are different types of linking the game or handheld game units. For example, WiFi, Bluetooth and infra-red. This project is recommended to develop a linking between two boards so that it can support multiple players to play and communicate with each other.