

# Developer's Guide

1. Fetch the git repository from <https://github.com/AftonTroll/Avoidance.git>.
2. Make sure you have the Android SDK, an Android (Virtual) Device and Java 7 SE development environment.

## States

The application consists of ONE activity and several states. Each state contains a scene for displaying content, and they are handled by a common StateManager.

## Entity component system

This application uses the Artemis Entity System Framework which is a variation of the entity-component structure. In essence it's centered around building game objects through composition instead of an inheritance structure. Entities are merely a container of components and are created through an entity factory. The components contains the state of the entities (the data) and all logic is implemented by systems. Components have no dependencies and systems don't depend on each other.

Link to Artemis: <http://gamadu.com/artemis/index.html>

## Game Engine

The game engine AndEngine is used for collision detection and rendering of the game objects.

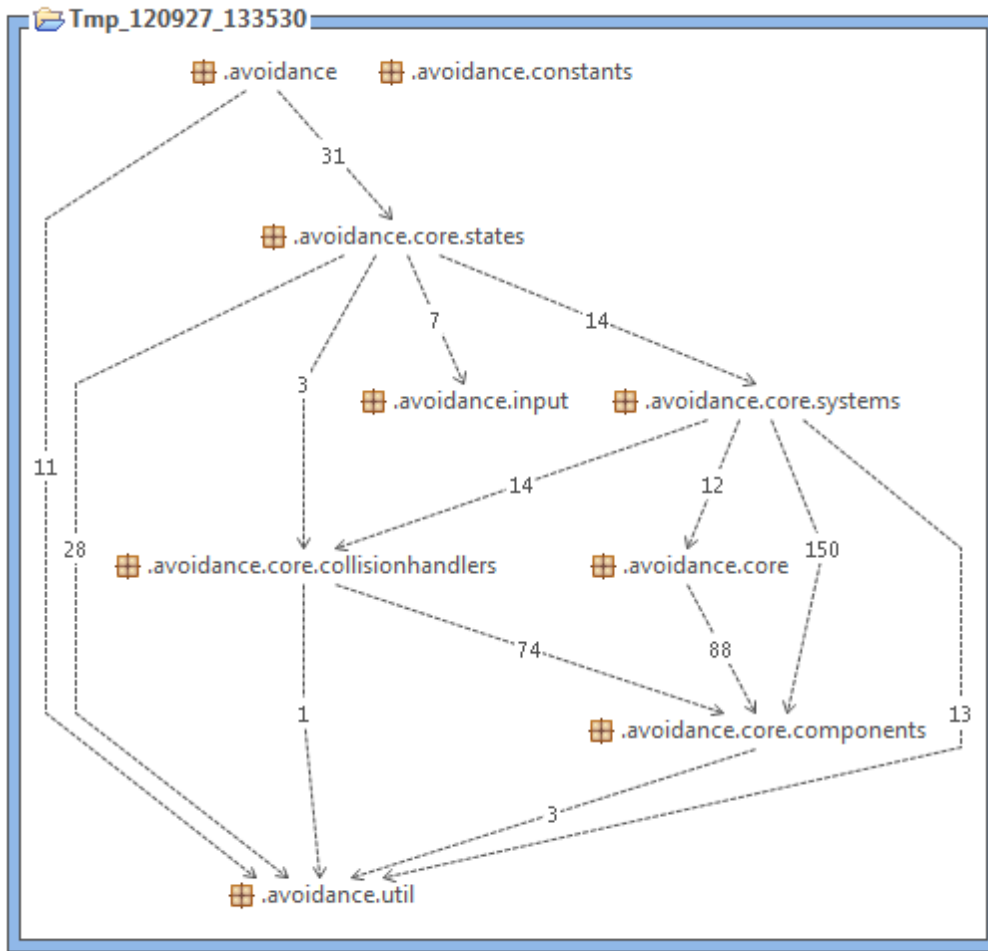
## Loading

All images and sound files i.e all resources are loaded in the MainActivity when the application starts to avoid unnecessary loading during the application.

## Build Procedure

First set up ant correctly and then navigate to the root folder of the project in the terminal. Then run ant debug. The project should then be built with a debug apk file that can be installed on an android device.

## Package Structure



The current package structure