Stickman

android game

The Stickman Idea

Application allows creating simple animations on your android device

- Use several primitives to draw each frame (currently sticks and circles are supported)
- Play the result in built-in player
  - Smooth or edgy playing depending on settings
- Save or load your cartoons (SD card currently supported)
- Sample: https://youtu.be/Bk5yUIUbgd8

Animation Basics (1)

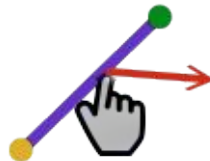The primitives (sticks and circles) can be drawn via finger

- If finger path has no self intersections, the result primitive is stick, otherwise its circle
- Move objects dragging them via touching black part
- Scale primitive tapping twice its joint
- Rotate object dragging its joint

Stick   Circle   Moving   Rotation

Animation Basics (2)

Solo sticks and circles are not that interesting, that's why we can connect objects

- Connect objects overlapping their joints,disconnect by pulling them away
- Connected objects form a hierarchy (a tree), so that for any two connected objects, one is parent, and the other is child
- Moving a parent primitive causes all it's children to move also
  - So it's possible to move the whole hierarchy moving it's root
- You can change the root of the hierarchy tapping twice on the desired root
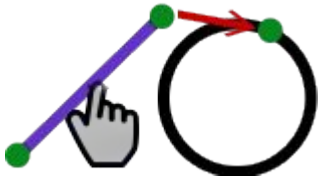
Circle becomes sticks parent
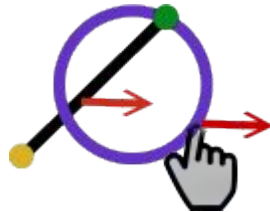
Moving the circle causes the stick to be moved also
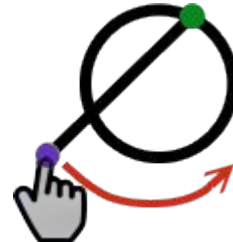
Rotating child is only possible relative to its root joint

Frames

Frames can be copied or deleted

- New frame is created via copying current frame
- The correspondence between objects in neighbour frames is established for smooth transition
- Adding object into the frame also adds it to all the following frames
  - However, it's possible to delete it from any frame you need
  - Object removing doesn't alter frames other than that from which it is being removed

Thank you for your attention!