
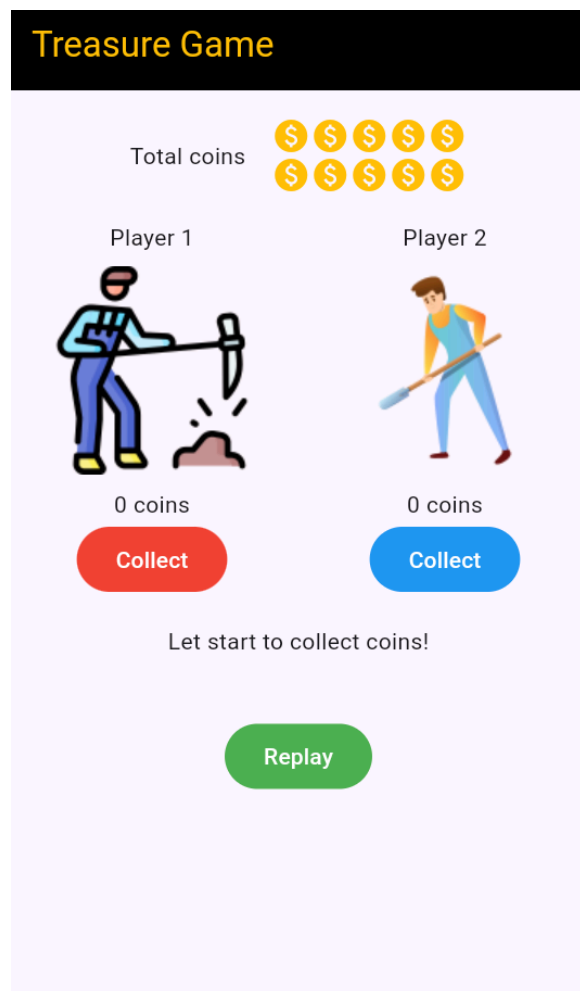


Mobile Programming Laboratory Lab Test 2		
Name:	ID:	Section:
Date:	Due: 90 minutes	

Create a dart file of your ID e.g. 6531501xxx.dart and complete the battle game app.

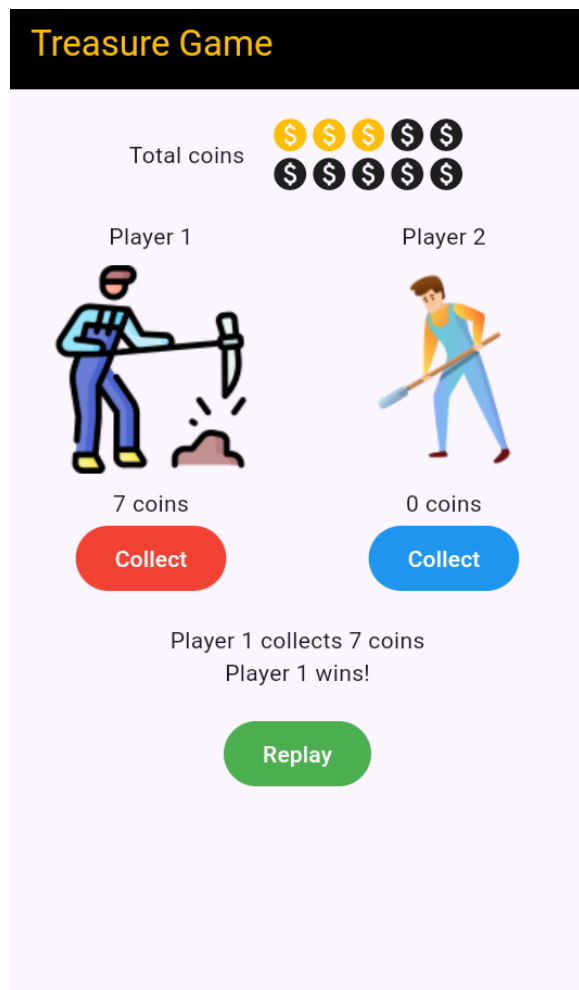
Download the images and create a folder “assets/images” to store them.



The game starts with two players having no coins. There are 10 coins in the treasure chest.

Player 1 starts first. Click the red button to let Player1 collect coins which will be a random value from 0 to total coins now. The coins' icons are also updated. Note that this icon is named 'Icons.paid'.


If the player gets coins and the remaining coins are not enough, that player wins.




Assuming we restart the game and the first player gets coins and does not win yet. Then click the blue button to let Player 2 collect coins. Note that the max collected coins for Player 2 will be limited by the current remaining coins.

Similarly, Player 2 will win if the remaining coins are not enough for the Player1 to win.

Treasure Game

Total coins 


Player 1



1 coins

Collect

Player 2




0 coins

Collect


Player 1 collects 1 coins

Replay

Treasure Game

Total coins 


Player 1



1 coins

Collect

Player 2



8 coins

Collect

Player 2 collects 8 coins
Player 2 wins!

Replay

Click “Replay” will restart the game.

