**COMPX202 Assignment8 Document**

**Students**

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**Project Name**

Adventure Ball

**Software Methodology**

The iterative and incremental approach

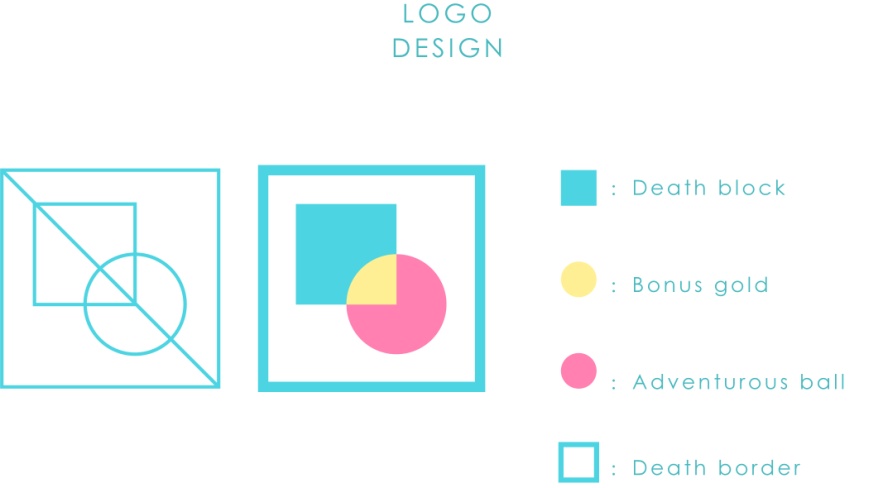
**Backlogs**

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| --- | --- | --- | --- |
| Task ID | Description | Author | ETA |
|  | App Icon Design | J | 2 hrs |
|  | GameUIdesign | J | 3hrs |
|  | Layout the welcome screen with XML | J | 1hrs |
|  | Define and code functions in welcome screen | X | 30 mins |
|  | Define functions in game screen | X | 30 mins |
|  | Define obstacles &target | J | 1 hrs |
|  | Define ball movement & score | J | 1 hrs |
|  | Visible hierarchy | X | 2hrs |
|  | Implement ball movement | X | 3hrs |
|  | Test ball movement | J | 2 hrs |
|  | Implement obstacle& reward effect | X | 7hrs |
|  | Test obstacle& reward effect | J | 1hrs |
|  | Implement score system | X | 3hrs |
|  | Test score system | J | 2 hrs |
|  | Define and code functions in ranking screen | J | 15 mins |
|  | Display pseudo data in ranking screen | X | 1 hrs |
|  | Use flow in home screen | J | 1 hrs |
|  | Use flow in game screen | X | 3 hrs |
|  | Use flow in score screen | X | 1 hrs |
|  | Test Use flow between screens | J | 2 hrs |
|  | Transfer data from home to game | X | 1 hrs |
|  | Transfer data from game to score | X | 2 hrs |
|  | Display Top 5 in score screen | X | 2 hrs |
|  | Test Top 5 in score screen | J | 1 hrs |
|  | Test the whole game | J | 5 hrs |

**Recordings**

Task1: AppIconDesign

**ETA**: 2 hrs, **Actual**: 1hrs

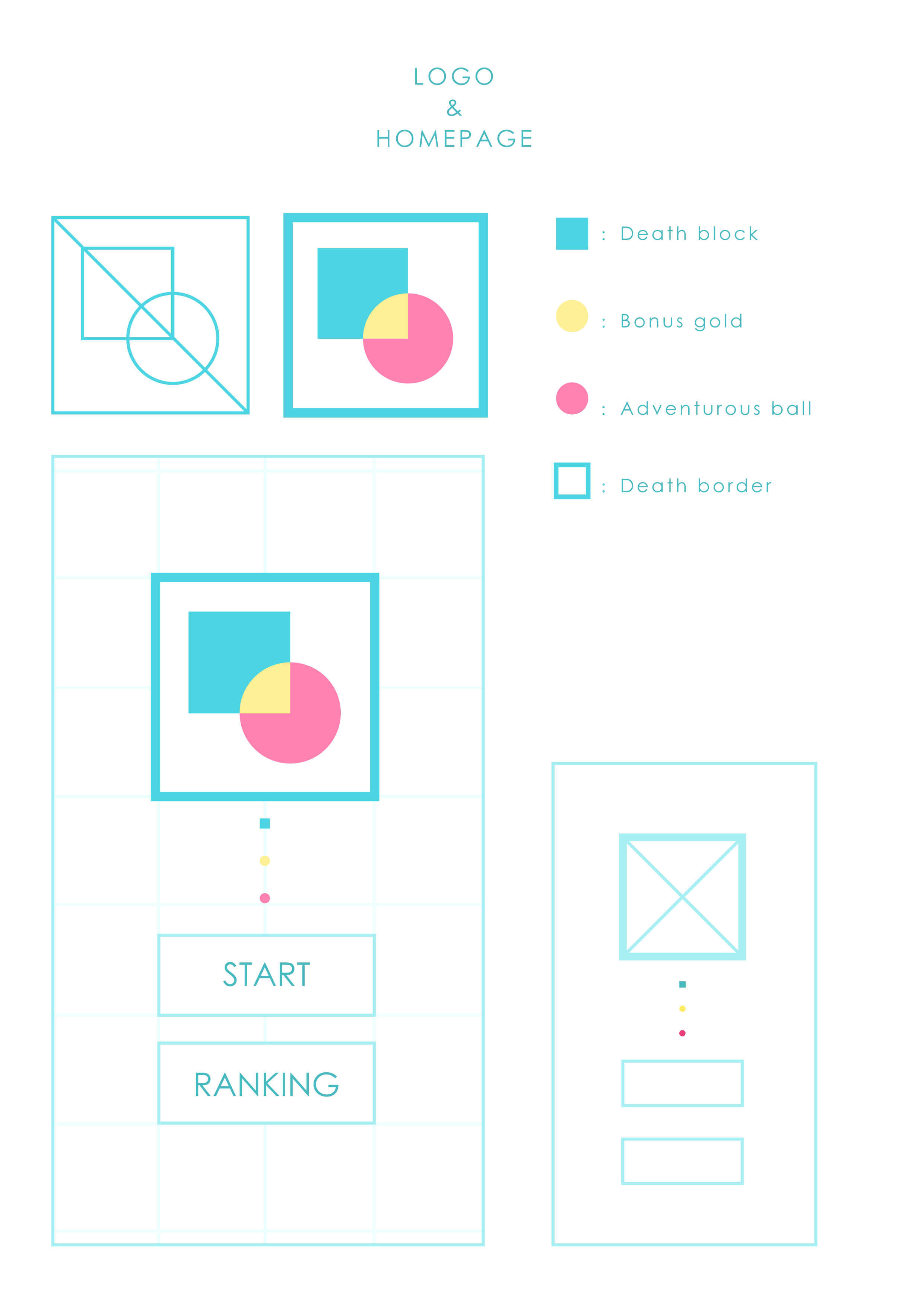
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**Design Idea:**As a small leisure game, I want its logo to show the relaxed and happy atmosphere. Before designing the logo, our group has conceived the game's playing method and general content. I extracted the elements in the game and designed such a logo.

**Inspirations:**The design inspiration comes from the game itself. We try to make a small ball rolling by gravity. This small ball is in the game world where danger and opportunity coexist. On the left and right sides, it is the boundary between touch and death; in the middle, it is the death blue box and the bonus box. We use blue to represent the crisis. The edge line and the death box are defined as blue, and they are abstracted into four square rectangles. Use the yellow of gold coin to represent the bonus box and abstract it into a circle of gold coin.

The ball is naturally round, which needs to be eye-catching and represents the opposite "life" of death. I set it as a blue contrast - pink.

**Meanings:**The square and circle in the middle of the logo intersect, and the junction is yellow, which means that the pink ball shuttles through the blue death box, so it is possible to obtain "bonus gold coin" and "vitality". The shape of the bonus circle is the same as the small ball, indicating that only survival can continuously obtain scores. The blue box outside the logo also represents the death line on both sides of the game interface.

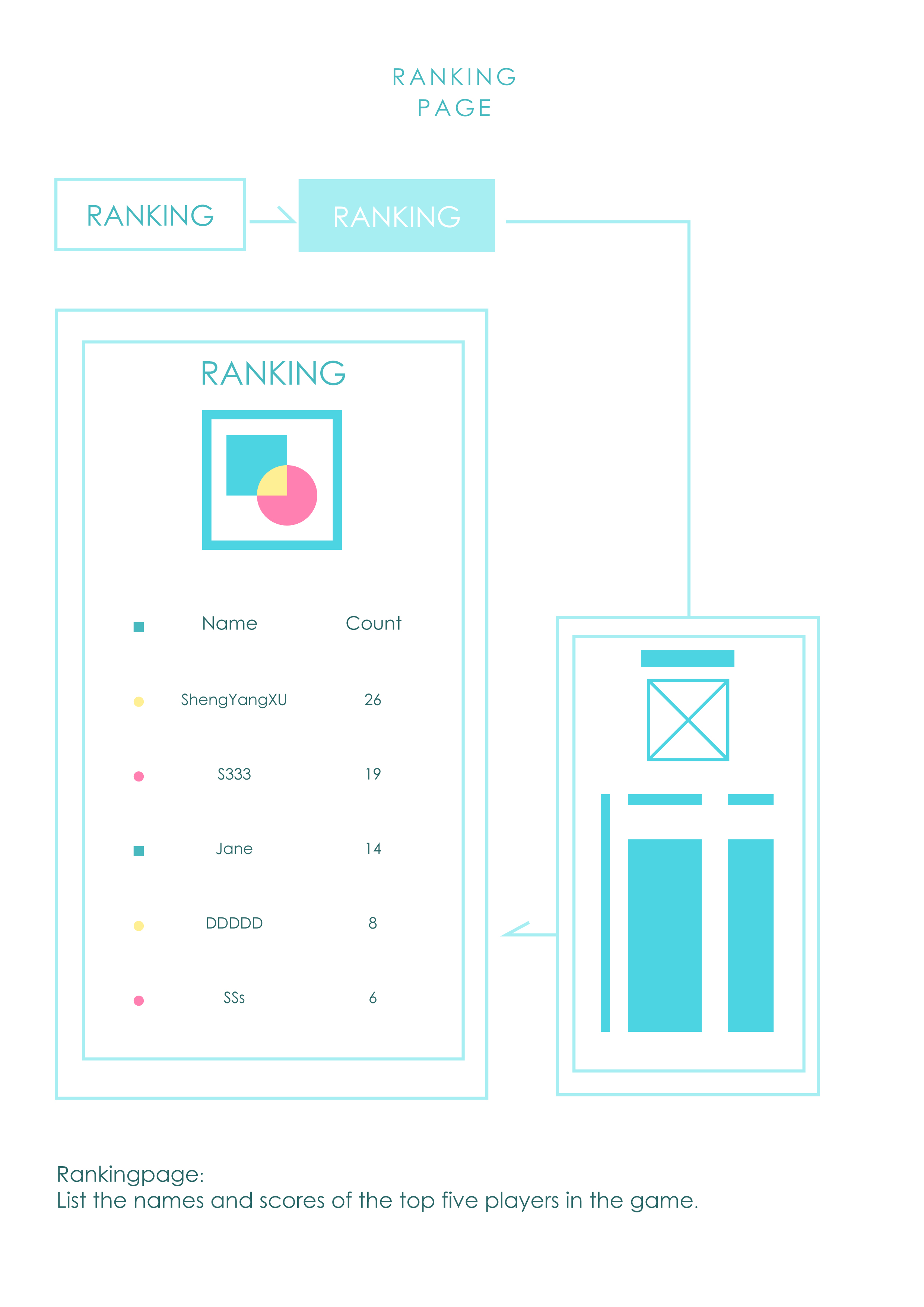


Task2: GameUIDesign

**ETA**: 3hrs, **Actual**: 3hrs

**1. Homepage:** The border of the two game buttons is selected with a color lower than the saturation of the logo border to make the text more prominent and clear. Choose

sans serif fonts to make the game more modern and concise.



**2. Ranking page:** After clicking the ranking button, the top five records will appear. Three elements of the game are used on the left: blue square, yellow circle and pink circle to divide the ranking.

The names and scores are arranged horizontally, while the top five names and scores are arranged vertically, which makes different names and scores look more orderly.



**3. Game page:** After clicking the "start" button, player will enter the main interface of the game. The pink ball will fall from the top. Player needs to touch the pink rectangle at the bottom of the screen to pass the customs. In the process, the ball needs to avoid the blue box that will make the end of the game, and touch as many yellow circles as possible. When you touch the blue box in the middle of the screen or the long rectangle on both sides of the screen, the "gameover" box will pop up on the interface to display the current score, restart the game or view the ranking.

Task3: Layout the welcome screen with XML

**ETA**: 1hrs, **Actual**: 1hrs

According to the design of the page at that time, I designed my own layout and interface in XML.

Task4:Define and code functions in welcome screen

**ETA**: 30mins, **Actual**: 1hrs

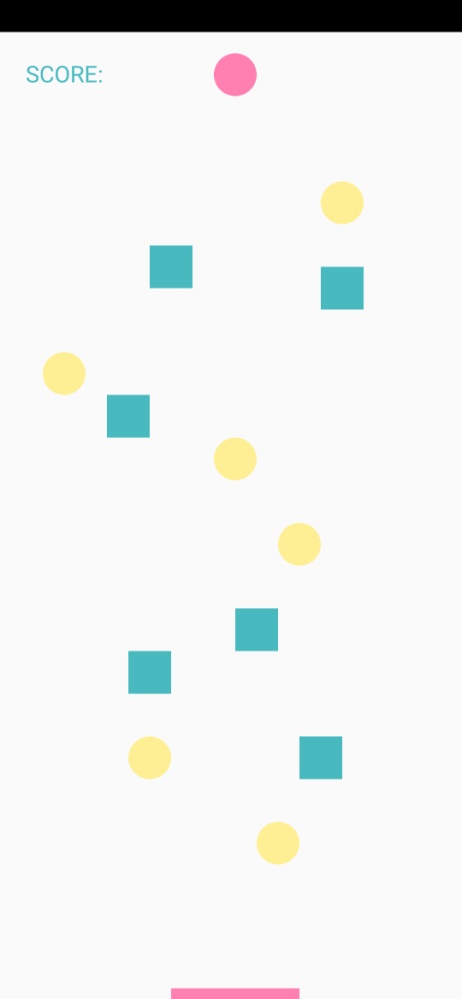
Because my partner had some problems in setting up the full screen, I spent a certain amount of time to modify it, so it took longer than expected, and then quickly completed the jump to the game interface of the welcome page.

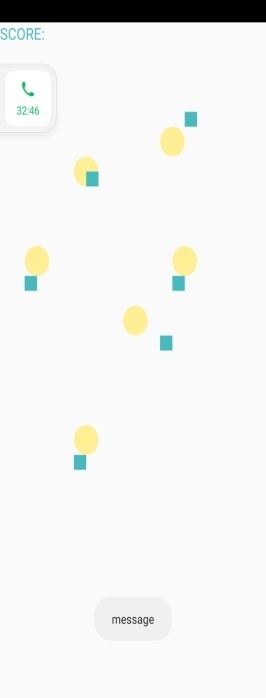
**Release version 1.0**

In this version, we initialize the project, including file, icon, logo, name, etc. Then we designed and arranged the welcome screen, game interface, and ranking interface, but we have a hunch that the design of the interface in the later stage will be modified and improved according to the problems we encounter.For example, when we was on Task 2, I defined obstacles and targets in the game interfacein Taks6.

Task5(amend): Redesign &Code the screen of gameActivity—J

**ETA:**2hrs , **Actual**: 2hrs

Put rectangle, circle, ball and bottom bar into the screen, and set the distribution position of obstacles. Add a control to display scoresin the top left corner of the game screen.Modify the previously designed game interface.

Process：

Task6(amend):Define functions in game screen— X

**ETA:**30mins**Actual:**30min

I defined the play method of the game, that is, when the ball is thrown out, the score is obtained by contacting the Yellow scoring ball through the collision rebound with the screen edge and obstacles, and when the ball hits the pink bar at the top, the game is over. So I've defined the class to perceive flying, the method to move the ball, the method to judge when colliding, and the method to score and end the game.

Task7: Define ball movement & score

**ETA:**1hrs**Actual:**30min

After the game starts, the ball will be thrown in the sliding direction after the finger slides once, and it will rebound when it touches the edge of the screen. When the ball hits a square obstacle, it bounces. Whenever the ball touches the yellow circle, the circle disappears and the score in the upper left corner increases by 3 points. Until the ball hits the pink rectangle at the top, the game is over and the score is set.

Task8: Visible hierarchy

**ETA:**2h**Actual:**1hrs

Object as the parent class of visible objects in canvas is added in this task, the DrawRectangle class represents obstacles and endGamebar. And the DrawCircle class represents both targets and ball.

Task9:Implement ball movement

**ETA:**3hrs **Actual:**3hrs

The movement of the ball has the following characteristics:

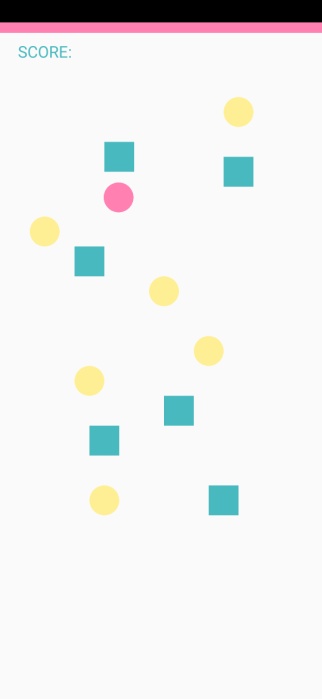
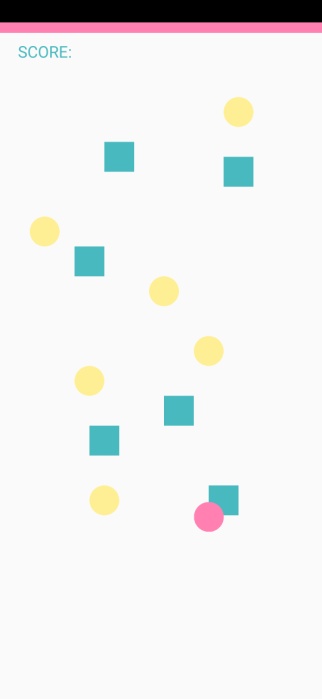
1. The ball will move completely in the direction of the throwing position.

2. The throwing movement in any direction can affect the ball's movement.

3. The ball moves and bounces in the canvas view, not over it.

4. If the user throws the ball at a very fast speed, the ball will move forward quickly, otherwise, at a very slow speed.

Task10: Test ball movement

**ETA:**2hrs **Actual:**30mins

Test the movement and bounce of the ball.

1. Android test: set the direction of the ball to be arbitrarily changed to test whether the throw in all directions can operate normally.

2. The fingers slide at multiple angles and the ball can move according to the sliding angle of the fingers. And touch the edge of the screen rebound, rebound angle and speed are consistent with the expected requirements.

3. The ejection speed of the ball will change with the finger sliding at different speeds (fast, slow and uniform velocity), which reaches the expected standard.

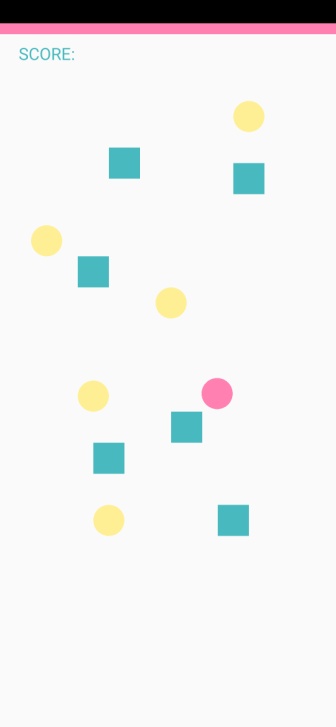
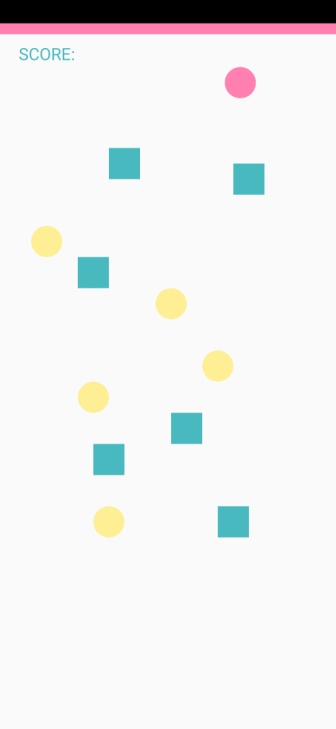
Task11: Implement obstacle& reward effect

**ETA:**7hrs **Actual:**3hrs

Obstacle influence has the following characteristics: 1. Once the ball interacts with any edge of any obstacle, the ball will change direction and speed. But the position of the obstacle remains unchanged

The rewardobject has the following characteristics: 1. When the ball touches the reward object, the sreward object will disappear and the ball will continue to move in its original direction.

Task12: Test obstacle& reward effect

**ETA:**1hrs **Actual:**1hrs

1. Androdex test: touch the square obstacle to rebound, touch the Yellow scoring circle, the circle disappears, and the ball continues to roll.

2. The fingers slide at multiple angles, and the ball can move according to the sliding angle of the fingers. And the edge of the touch screen bounces, touching the square edge bounces, bounce angle and speed meet the expected requirements.

3. When the ball touches the square edge at a slow speed, it will shake due to the deviation of angle collision, which needs to be improved.

Task13:Implement score system

**ETA:**3hrs **Actual:**30mins

This scoring system has the following characteristics:

1. When the ball touches the scoring ball, the scorer on the interface will be updated in real time

2. 3 points will be added for each score

3. At the end of the game, the score is reset to 0

Task14: Test score system

**ETA:**2hrs **Actual:** 30mins

1. Android test: after touching the yellow circle once, the score will be increased by three.

2. The disappearance of yellow circle and the increase of score are in the right order.

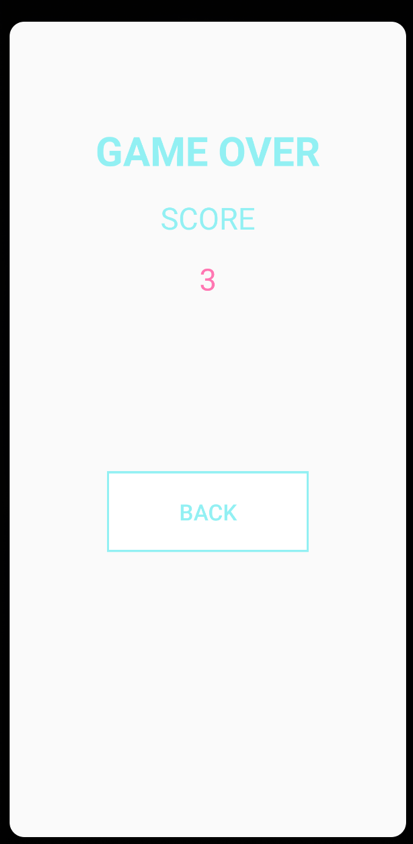
3. Swipe fingers can get all the yellow round scoring balls on the screen, the top score is 18.

Task14(PLUS): Show the endgame screen

**ETA:**2hrs **Actual:** 1h

At first, I wanted to use a pop-up window according to the original design, but after trying, I found that it was beyond my ability, so I took another approach. Created a game ending interface that pops up when the ball hits the bar at the top. The interface is designed to inform the user of the end of the game and the score obtained, and can return to the main interface.



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**Release** **version2.0**