Publishing an App on Playstore

What is our GOAL for this MODULE?

We added touches to our game and generated apk files.

What did we ACHIEVE in the class TODAY?

- Adjusted the game dimension to fit all screen sizes.
- Made the game touch friendly for smartphones.
- Built a web wrapper around the game to generate an APK file.

Which CONCEPTS/ CODING BLOCKS did we cover today?

- Dimensions
- Touches for smartphones
- Generating Apk files

© 2019 The content of this email is confidential and intended for the recipient specified in message only. It is strictly forbidden to share any part of this message with any third party without a written consent of the sender. If you received this message by mistake, please reply to this message and follow with its deletion, so that we can ensure such a mistake does not occur in the future.

How did we DO the activities?

1. Adjust the game dimensions to fit all the screen sizes. Adjust the width and height of sprites according to the screen size.

```
}

function setup() {
  createCanvas(windowWidth, windowHeight);

  sun = createSprite(width-50,100,10,10);
  sun.addAnimation("sun", sunAnimation);
  sun.scale = 0.1

  trex = createSprite(50,height-70,20,50);


  trex.addAnimation("running", trex_running);
  trex.addAnimation("collided", trex_collided);
  trex.setCollider('circle',0,0,350)
  trex.scale = 0.08
  // trex.debug=true

  invisibleGround = createSprite(width/2,height-10,width,125);

  invisibleGround.shapeColor = "#f4cbaa";

```

2. Check if there is a touch or a tap as the phone doesn't have a space key to jump the trex.

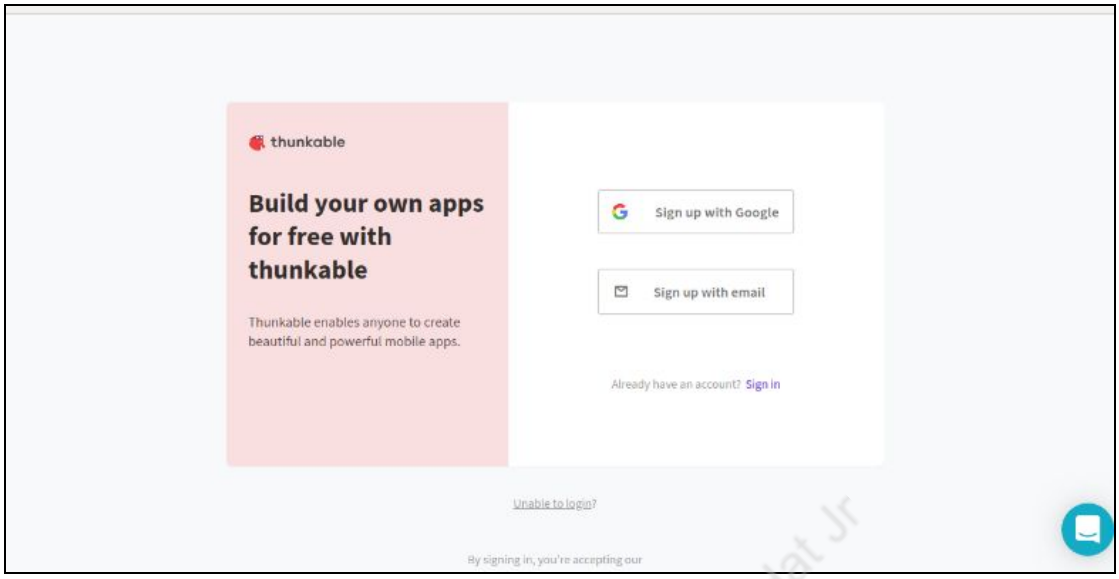
© 2019 The content of this email is confidential and intended for the recipient specified in message only. It is strictly forbidden to share any part of this message with any third party without a written consent of the sender. If you received this message by mistake, please reply to this message and follow with its deletion, so that we can ensure such a mistake does not occur in the future.

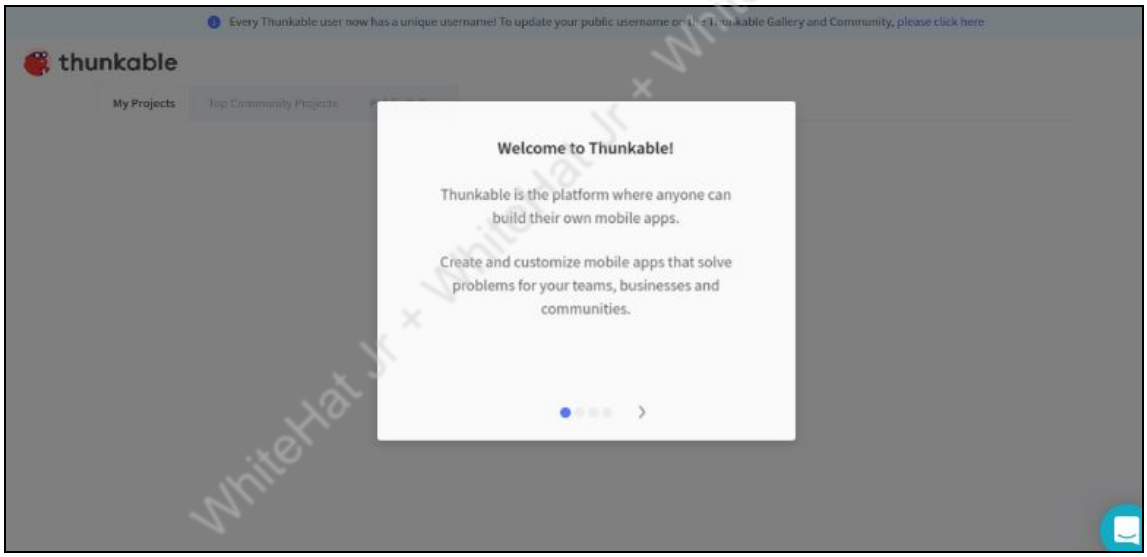
```
92
93    if (gameState===PLAY){
94      score = score + Math.round(getFrameRate()/60);
95      ground.velocityX = -(6 + 3*score/100);
96
97      if((touches.length > 0 || keyDown("SPACE")) && trex.y  >=
    height-120) {
98        jumpSound.play( )
99        trex.velocityY = -10;
100       touches = [];
101     }
102
103     trex.velocityY = trex.velocityY + 0.8
104
105     if (ground.x < 0){
106       ground.x = ground.width/2;
107     }
108
109     trex.collide(invisibleGround);
110     spawnClouds();
111     spawnObstacles();
112
```

3. Make the game suitable for all screen sizes.

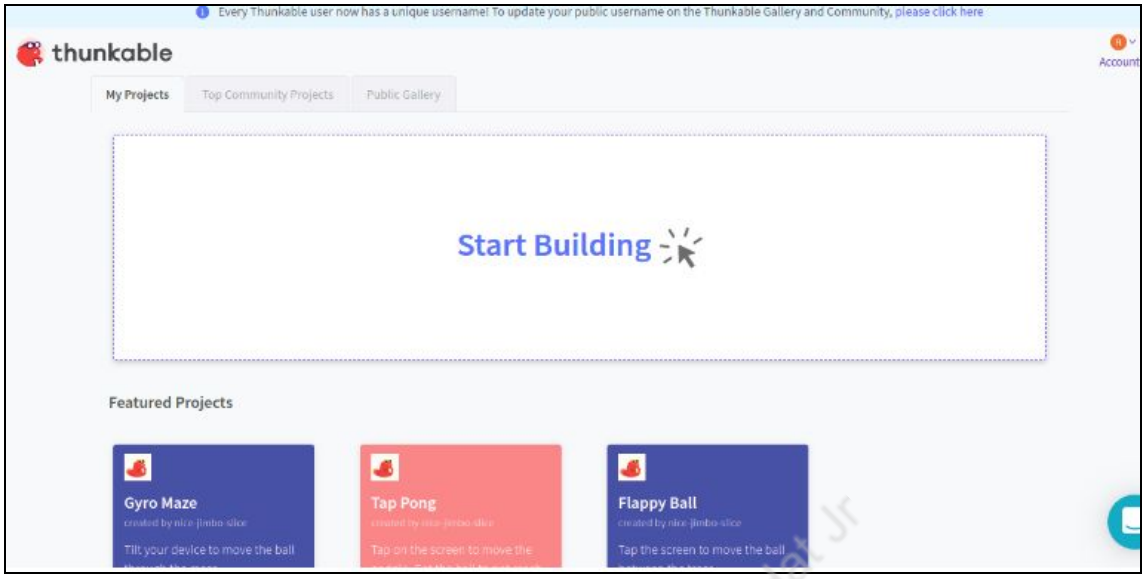
4. Publish the game using thunkable.

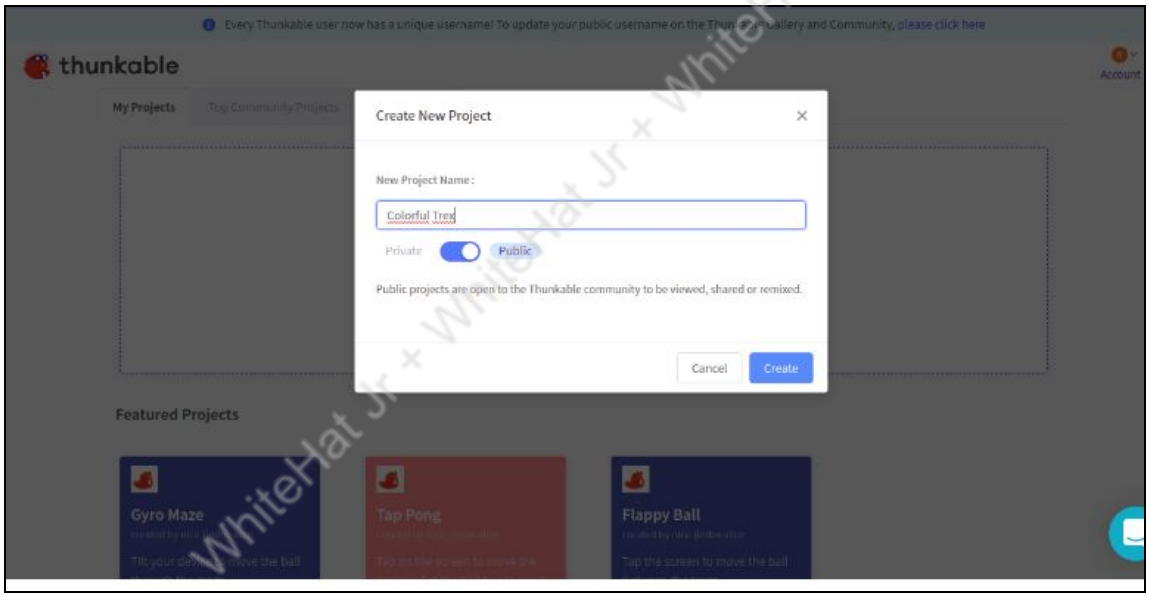
© 2019 The content of this email is confidential and intended for the recipient specified in message only. It is strictly forbidden to share any part of this message with any third party without a written consent of the sender. If you received this message by mistake, please reply to this message and follow with its deletion, so that we can ensure such a mistake does not occur in the future.





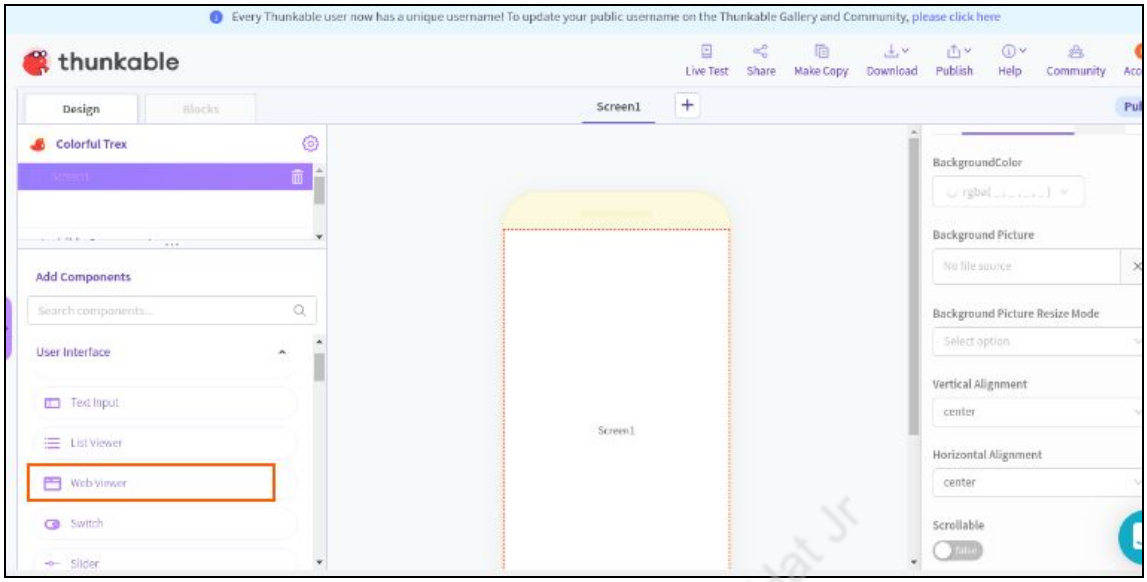
© 2019 The content of this email is confidential and intended for the recipient specified in message only. It is strictly forbidden to share any part of this message with any third party without a written consent of the sender. If you received this message by mistake, please reply to this message and follow with its deletion, so that we can ensure such a mistake does not occur in the future.

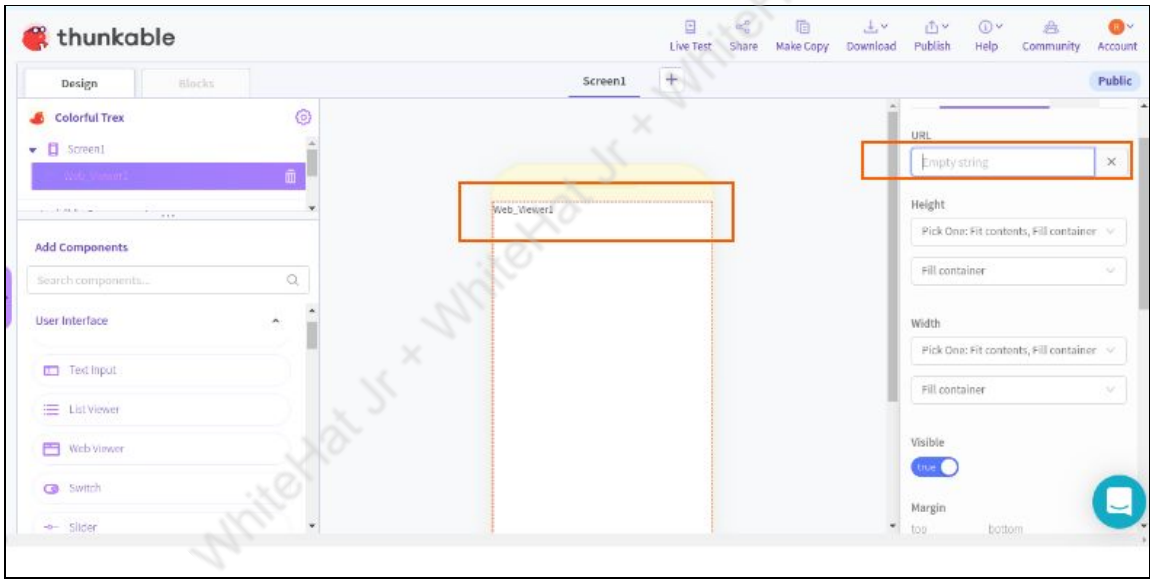




5. Then we locate and add the “web view” component to the screen.

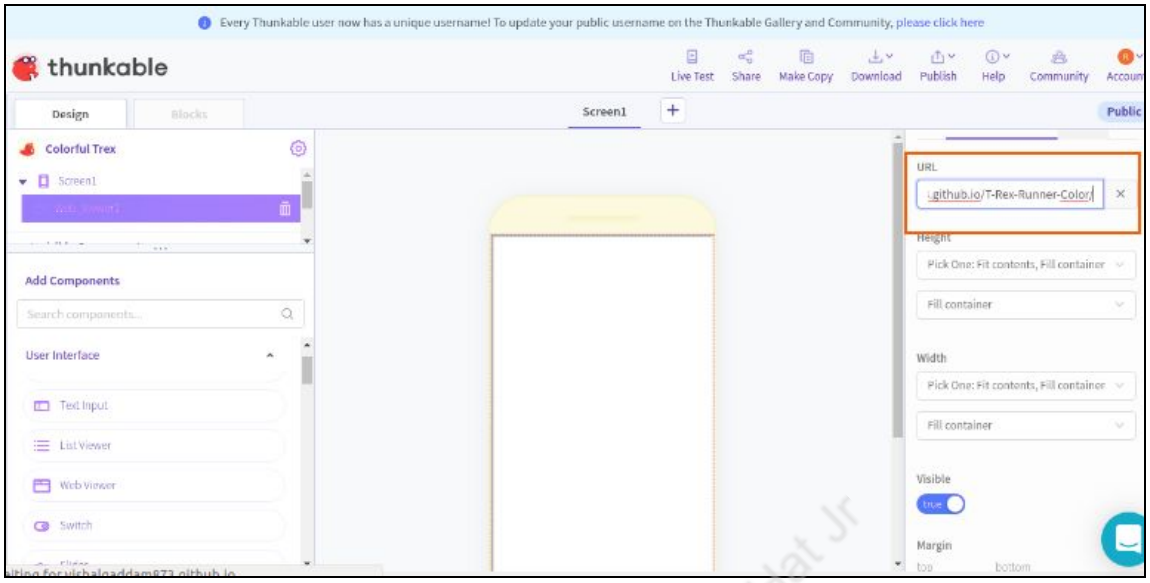
© 2019 The content of this email is confidential and intended for the recipient specified in message only. It is strictly forbidden to share any part of this message with any third party without a written consent of the sender. If you received this message by mistake, please reply to this message and follow with its deletion, so that we can ensure such a mistake does not occur in the future.





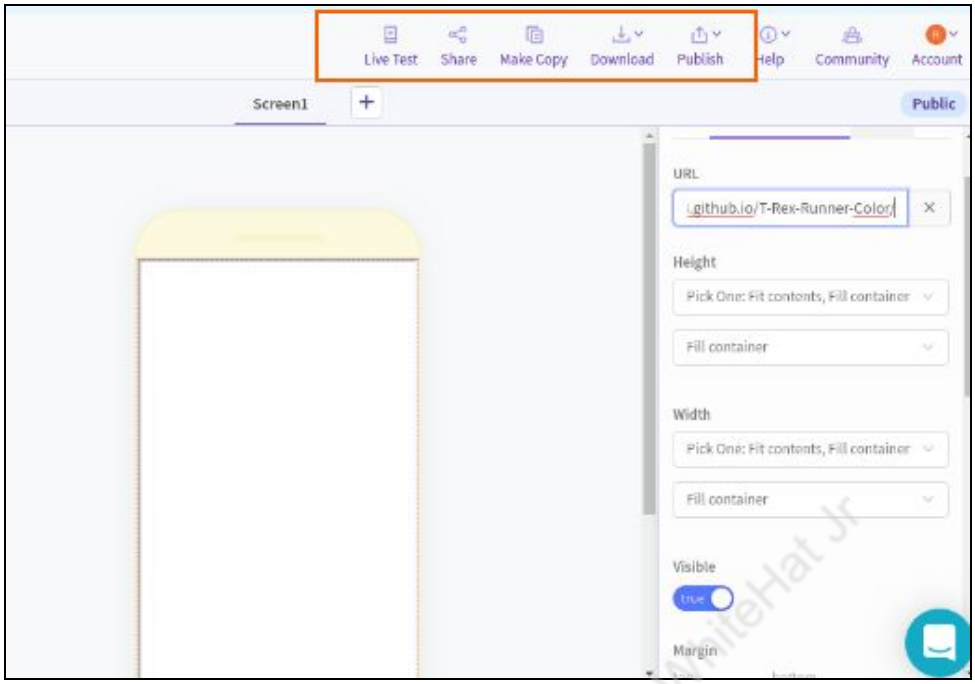
6. We pass the git link in the url part.

© 2019 The content of this email is confidential and intended for the recipient specified in message only. It is strictly forbidden to share any part of this message with any third party without a written consent of the sender. If you received this message by mistake, please reply to this message and follow with its deletion, so that we can ensure such a mistake does not occur in the future.

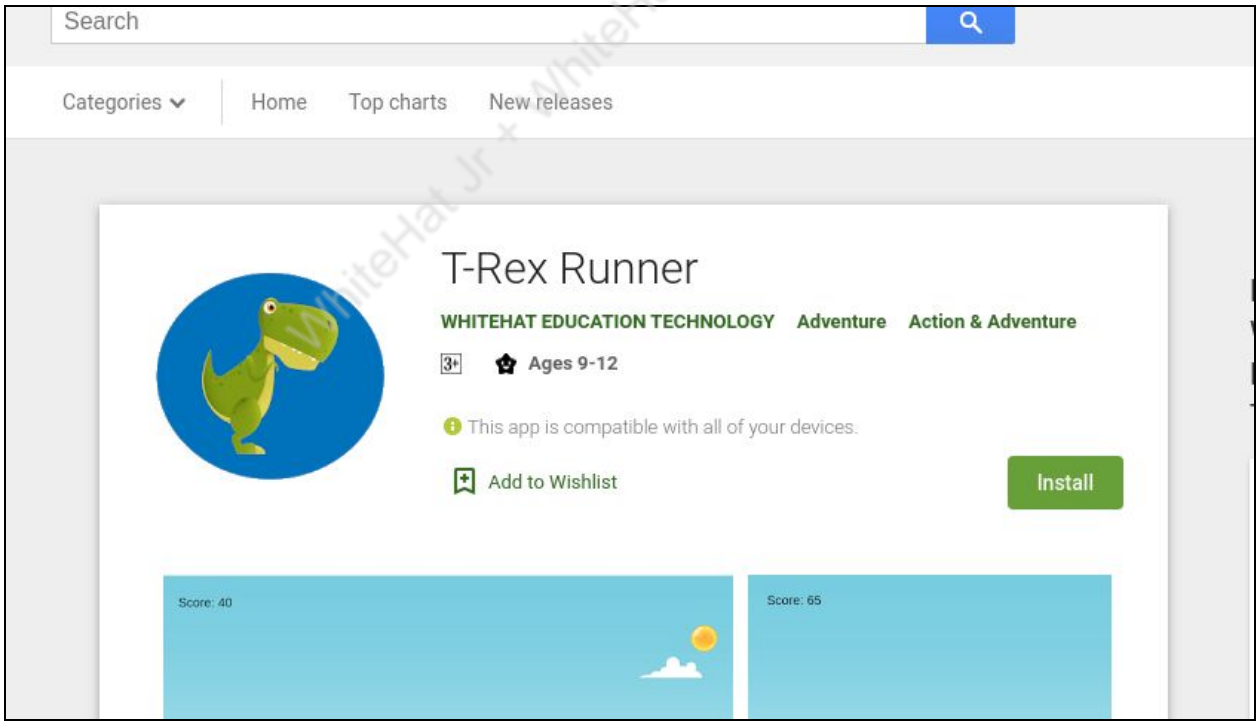


7. We can see the live preview on the app. And also download the apk to be installed on ios and android.

© 2019 The content of this email is confidential and intended for the recipient specified in message only. It is strictly forbidden to share any part of this message with any third party without a written consent of the sender. If you received this message by mistake, please reply to this message and follow with its deletion, so that we can ensure such a mistake does not occur in the future.



8. We can also download the file from the play store.



What's next?

We will learn to create another infinite running game.

© 2019 The content of this email is confidential and intended for the recipient specified in message only. It is strictly forbidden to share any part of this message with any third party without a written consent of the sender. If you received this message by mistake, please reply to this message and follow with its deletion, so that we can ensure such a mistake does not occur in the future.

WhiteHat Jr + WhiteHat Jr + WhiteHat Jr

© 2019 The content of this email is confidential and intended for the recipient specified in message only. It is strictly forbidden to share any part of this message with any third party without a written consent of the sender. If you received this message by mistake, please reply to this message and follow with its deletion, so that we can ensure such a mistake does not occur in the future.