




Hoops

Esaych App Studio Arcade

★★★★★ 15

Unrated

 This app is compatible with all of your devices.

Installed

Control the ball to avoid the antagonist bomb in order to defend your lives for precious hoops. Your lives are limited, so every second counts.

Hoops features:

- Physical Ball controlled by arrow keys.
- Bomb that becomes more active with higher score. Difficulty increases exponentially.
- LifeHoop - heart hoop to regain the lives you lost, show up every 10 points.
- PowerHoop - colorful hoops that give you powerups, randomly appear
- The Hoop Blaster you will crave once you unlock. A screenshot of its power is provided.

The game works with an unlock system. You have to reach a certain score before power-ups are given to you, and more game modes are unlocked.

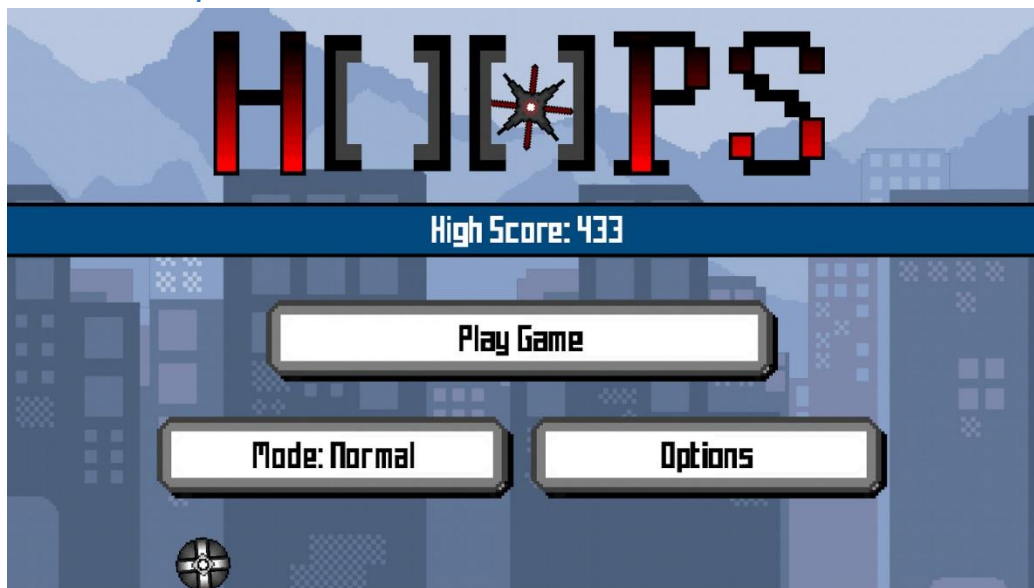
Graphics and Music are originally designed.

The origins of this game were built on a TI-84 calculator, and is now my first android game. Using LibGDX.

View app at <https://play.google.com/store/apps/details?id=com.esaych.hoops>

View app source at <https://github.com/Esaych/Hoops>

Screenshot Explanations



This is the main screen of Hoops. The ball is located in the bottom corner. The bomb sprite is in the top between the Hoops. High scores pertain to the game mode you've selected. Options include sound settings, connecting to Google Play Games, and enabling tilt.



The game involves not only avoiding the bomb and collecting the standard hoops, but collecting any of the 6 colored hoops will enable your ball to have power-ups (that's why they're called powerhoops). This includes Invincibility, Bomb Retardant, Ball Duplicator, Bomb Shrinker, Bomb Repellant, and the Hoop Blaster.



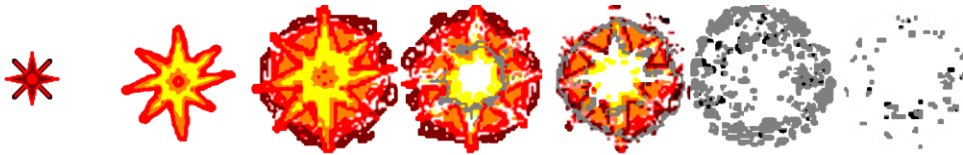
The best power up by far is the Hoop Blaster. This is what gives the pro players the edge. If you have a high score that is much higher than 10, rather than collect all 400 hoops until you reach your high score again, it's easier to get a 30 streak and grab the Hoop Blaster which will blast the hoops that, should you collect all of them all, bring you to your high score. But don't mess up because otherwise, every hoop will fly off the screen.



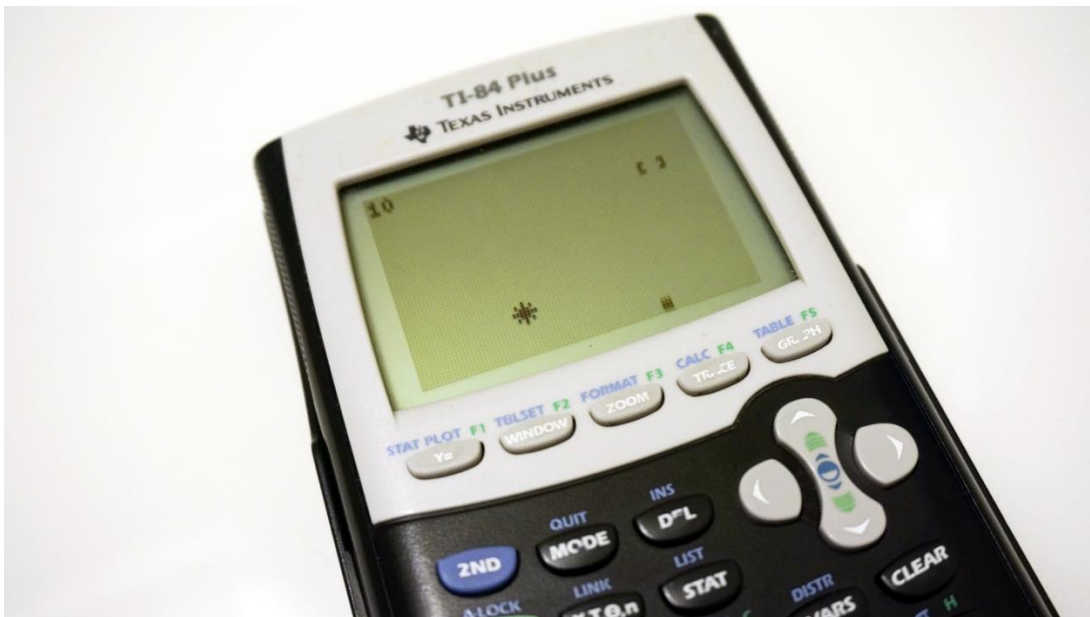
The bomb will explode if collided with accidentally, and is accompanied by a nice little explosion graphic. You will then be dealt a penalty to your score that you need to gain back before you can increase your score again.



This is the game's main sprite sheet. Simple hand drawn sprites used to draw and animate objects in the game.



And of course, my explosion animation. This took way too long to draw.



For good measure, here's what the game looked like on the calculator I wrote it on. This was about it, the explosion animation was a lot less graphic, and every sprite was in black and white. The game itself was written using the Axe Compiler for TI-84 Devices. All code was written on the calculator itself, using the 7 lines of screen available and the PRGM button.

Code

Total lines of (Java) code written: 4,302

<http://cloc.sourceforge.net> v 1.64 T=0.44 s (228.5 files/s, 25578.9 lines/s)

language	filename	comment	code
XML	Hoops\android\AndroidManifest.xml	0	42
Groovy	Hoops\android\build.gradle	8	108
XML	Hoops\android\res\layout-land\main.xml	3	37
XML	Hoops\android\res\values\strings.xml	0	11
XML	Hoops\android\res\values\styles.xml	0	10
Java	Hoops\android\src\com\esaych\hoops\android\AndroidLauncher.java	37	318
Groovy	Hoops\build.gradle	0	88
Groovy	Hoops\core\build.gradle	0	10
Java	Hoops\core\src\com\esaych\hoops\app\GameServiceInterface.java	0	10
Java	Hoops\core\src\com\esaych\hoops\app\IActivityRequestHandler.java	0	13
Java	Hoops\core\src\com\esaych\hoops\Hoops.java	0	22
Java	Hoops\core\src\com\esaych\hoops\screen\GameScreen.java	3	244
Java	Hoops\core\src\com\esaych\io\AssetLoader.java	8	275
Java	Hoops\core\src\com\esaych\io\menus\Menu.java	1	477
Java	Hoops\core\src\com\esaych\io\menus\MenuButton.java	0	94
Java	Hoops\core\src\com\esaych\io\menus\MenuHighScoreLabel.java	0	14
Java	Hoops\core\src\com\esaych\io\menus\MenuLabel.java	0	30
Java	Hoops\core\src\com\esaych\io\menus\MenuLabelSpecialAnimate.java	0	47
Java	Hoops\core\src\com\esaych\io\menus\MenuTransition.java	5	40
Java	Hoops\core\src\com\esaych\io\menus\Options.java	0	49
Java	Hoops\core\src\com\esaych\io\MP.java	0	35
Java	Hoops\core\src\com\esaych\io\MultiplayerClient.java	139	54
Java	Hoops\core\src\com\esaych\io\MultiplayerServer.java	148	51
Java	Hoops\core\src\com\esaych\io\Networking.java	0	54
Java	Hoops\core\src\com\esaych\io\NetworkListener.java	0	36
Java	Hoops\core\src\com\esaych\io\touch\InputHandler.java	4	102
Java	Hoops\core\src\com\esaych\io\touch\Joystick.java	6	81
Java	Hoops\core\src\com\esaych\io\touch\Touch.java	0	21
Java	Hoops\core\src\com\esaych\io\touch\TouchData.java	0	51
Java	Hoops\core\src\com\esaych\objects\Explosion.java	3	86
Java	Hoops\core\src\com\esaych\objects\Hoop.java	0	75
Java	Hoops\core\src\com\esaych\objects\hoop\LifeHoop.java	0	19
Java	Hoops\core\src\com\esaych\objects\hoop\PowerHoop.java	0	35
Java	Hoops\core\src\com\esaych\objects\Physical.java	4	115
Java	Hoops\core\src\com\esaych\objects\physical\Ball.java	0	21
Java	Hoops\core\src\com\esaych\objects\physical\ball\GameBall.java	0	79
Java	Hoops\core\src\com\esaych\objects\physical\ball\GhostBall.java	0	47
Java	Hoops\core\src\com\esaych\objects\physical\ball\IntroBall.java	0	16

Java	Hoops\core\src\com\esaych\objects\physical\ball\MultiBall.java	0	9
Java	Hoops\core\src\com\esaych\objects\physical\Bomb.java	30	73
Java	Hoops\core\src\com\esaych\objects\physical\PredictedBomb.java	5	28
Java	Hoops\core\src\com\esaych\objects\PowerUp.java	0	36
Java	Hoops\core\src\com\esaych\world\aspects\Broadcast.java	0	31
Java	Hoops\core\src\com\esaych\world\aspects\HighScores.java	1	67
Java	Hoops\core\src\com\esaych\world\aspects\HoopBlaster.java	0	63
Java	Hoops\core\src\com\esaych\world\aspects\LifeBar.java	5	54
Java	Hoops\core\src\com\esaych\world\aspects\Lives.java	0	61
Java	Hoops\core\src\com\esaych\world\aspects\Music.java	1	163
Java	Hoops\core\src\com\esaych\world\aspects\PowerUps.java	0	167
Java	Hoops\core\src\com\esaych\world\Renderer.java	31	195
Java	Hoops\core\src\com\esaych\world\World.java	0	194
Java	Hoops\core\src\com\esaych\world\worldtypes\DefaultWorld.java	1	195
Java	Hoops\core\src\com\esaych\world\worldtypes\GameWorld.java	1	214
Java	Hoops\core\src\com\esaych\world\worldtypes\HardcoreWorld.java	0	56
Java	Hoops\core\src\com\esaych\world\worldtypes\InfinityWorld.java	0	63
Java	Hoops\core\src\com\esaych\world\worldtypes\IntroWorld.java	1	38
Java	Hoops\core\src\com\esaych\world\worldtypes\multiplayer\client\ClientWorld.java	5	26
Java	Hoops\core\src\com\esaych\world\worldtypes\multiplayer\MultiplayerWorld.java	18	184
Java	Hoops\core\src\com\esaych\world\worldtypes\multiplayer\server\HoopsSpreeWorld.java	5	30
Java	Hoops\core\src\com\esaych\world\worldtypes\multiplayer\server\ServerWorld.java	5	13
Java	Hoops\core\src\com\esaych\world\worldtypes\StartMenuWorld.java	0	44
XML	Hoops\core\src\Hoops.gwt.xml	0	5
Groovy	Hoops\desktop\build.gradle	0	40
Java	Hoops\desktop\src\com\esaych\hoops\desktop\DesktopLauncher.java	18	54
Groovy	Hoops\settings.gradle	0	2
XML	Hoops-android\AndroidManifest.xml	0	42