Find the Way

a game that uses the accelerometer sensor to move the player

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Introduction

When we were young, we all play at this type of game. We have a ball that we have to put on an arrival hole, avoiding hardship. It's this classic game that we have implemented.

1 Description of the application

In our game the user have to put the ball in the grey block, he had to avoid the dark block which are hole. At the beginning we want to us graph for creating aleatory path to the hole of arrival, but it didn't work as we want. For the game we reuse this code [1]

2 Activities

In our application, we have two activities.

- The first one is used for displaying the menu. Where we have the title of the game, the number of life that the user have and a timer for reloading lives. We have also a button that we use for playing at the game.
- The second is used for displaying the game. We have a ball(she's cyan), and several path for accessing to the arrival (bloc grey). We have to avoid the hole (black blocks).

3 Intent

We have one intent in our game. We use it for going to the game from the menu. The intent return us 1, if the user loose the game, and 0 if he win. So we can decrement the number of life that the user have.

4 Background services

The system of lifes reload in the background. At the beginnig we create our own chronometer but it didn't work so well so we use the class CountDownTimer.

5 Sensor

We use the accelerometer for moving the ball. We test it with our real devices.

References

[1] Openclassroom.