

Rush Hour!

Android App Development

Irme Groothuis Karin Christiansen

Reykjavík University

November 5, 2013

Problem statement

- Make an android app for the game Rush hour.
- Make sure it handles rotation, save the last played game and import 40 puzzles from an XML file.

Methods used

- Gradient overlay for the buttons
- We used a database to store the most recently played puzzle
- Rotation was saved used savedInstanceState
- As a special option the screen vibrates whenever the user touches the blocks.
- Keep track of solves puzzles
- Option to move onto the next puzzle when playing a puzzle.

Demo

Demonstration of the app