Overview of Santa helper app:

Main Activity –

Loads initial sprites needed for splash

Holds an instance of each scene

Loads fonts

Runs splash to start the game

Splash Scene –

Displays Santa’s sleigh and text describing the game

Falling snow flakes

Loads all sprites left over

On click event to exit the scene and move to main menu

Main Menu Scene –

Snow still falling as in the Splash Scene

Briefly describes the game

Button to be pressed to begin

Game Scene –

Holds instance of squares

Hold score and changes it when necessary

Holds instance of timer and adds time if necessary

Calls screen update handler

Checks to see if game is over

Timer Class –

Gets the difference between two dates in milliseconds to determine when a second has elapsed deducts it from the time left in game

Allows Game Scene to access time left and add time if necessary

Square Class –

Holds all eight presents sprites

Moves them by their speeds every frame