

Assignment #1:

Setup

Part 1: Download and install Android Studio on your computer.

Part 2: Running SubHunter

If you have never used Android Studio before, then you will want to start with SubHunter and follow the directions in the book fairly closely for getting things setup and understanding what most of the moving parts are.

The subhunter game described in the Pakt book discussed in class can be found at the following URL:

<https://github.com/PacktPublishing/Learning-Java-by-Building-Android-Games-Second-Edition/tree/master/Chapter07>

Download and compile the SubHunter game and test it on an Android Emulator. Note this will run as is in the latest version of Android Studio, however, the SubHunter activity must be renamed using the "rename" refactoring in Android Studio and you must then extend Activity as opposed to AppCompatActivity. Compare the code in the repo to the boilerplate code generated by Android Studio.

IF YOU ARE HAVING TROUBLE GETTING THE FULL GAME RUNNING, THEN TAKE THE TIME TO WORK THROUGH THE BOOK FROM CHAPTER 1 TO CHAPTER 7 STEP BY STEP.

Submission Details:

Provide a screenshot of the game running in the emulator.