S0020D Android Game and Application Development

LP 3 V12

ASSIGNMENT 3

*Breakout game*

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# Problem Description

To create a brick break out game. In the game the player can be able to break statically located bricks placed on the top of the screen using a ball. The ball keeps on moving from top to bottom. A paddle at the bottom can be used to change the direction of the ball and thus avoid the ball touching the ground. If the ball touches the ground the player will lose the game but if the player break all the bricks then the player will be a winner.

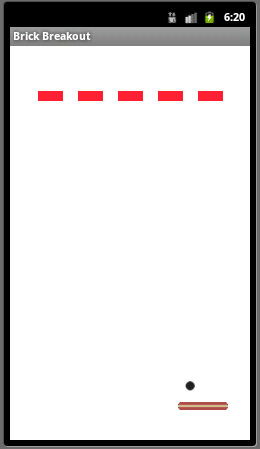
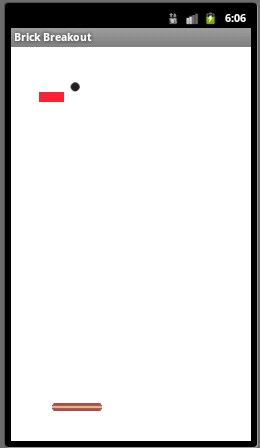
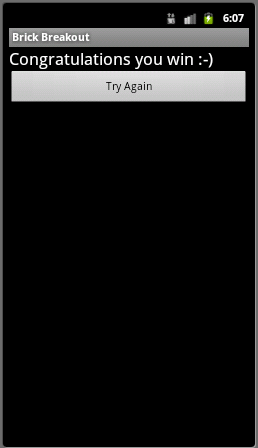
I think I have developed this game for a grade 3.

# User’s Guide.

The assignment is delivered in a zip file called radnim-1\_task3.zip. To run the application one must download the file and extract to a folder. Import the folder as an eclipse project (You must have android SDK installed in eclipse).

After fixing the project setup, right click the folder and run as Android Application.

When the application starts it will look like the figure 1. After all bricks are break as shown in fig.2 the player will see a winning message on the screen.

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#### Fig. 1 Fig. 2 Fig. 3

#### 

#### Fig. 4 Fig. 5

#### If the ball touches the ground as shown in fig.4 the player will lose the game. However the player can press Play Again to play once again.

# Algorithm Description

There are 2 activities in the application. “MainActivity” which is loaded as soon as the application start. Another activity is “GameStatusActivity” which is used to display the result of the game (i.e if the player wins or lost).

The “GameView” class contains the main logic related to the creation of bricks, ball and paddle. Each of them are created as an instance of “GameObject”. The GameObject has an instance of bitmap and the x,y coordinates. The “GameLogic” controls the status of the game. The game has 3 status (Running, Win, Lost). This class extends the “Thread” class and overrides the run method. I

# System Description

# Limitations

# Discussion

# Test runs

# References

# Appendices