Week9 presentation for Individual Project

(After revising)

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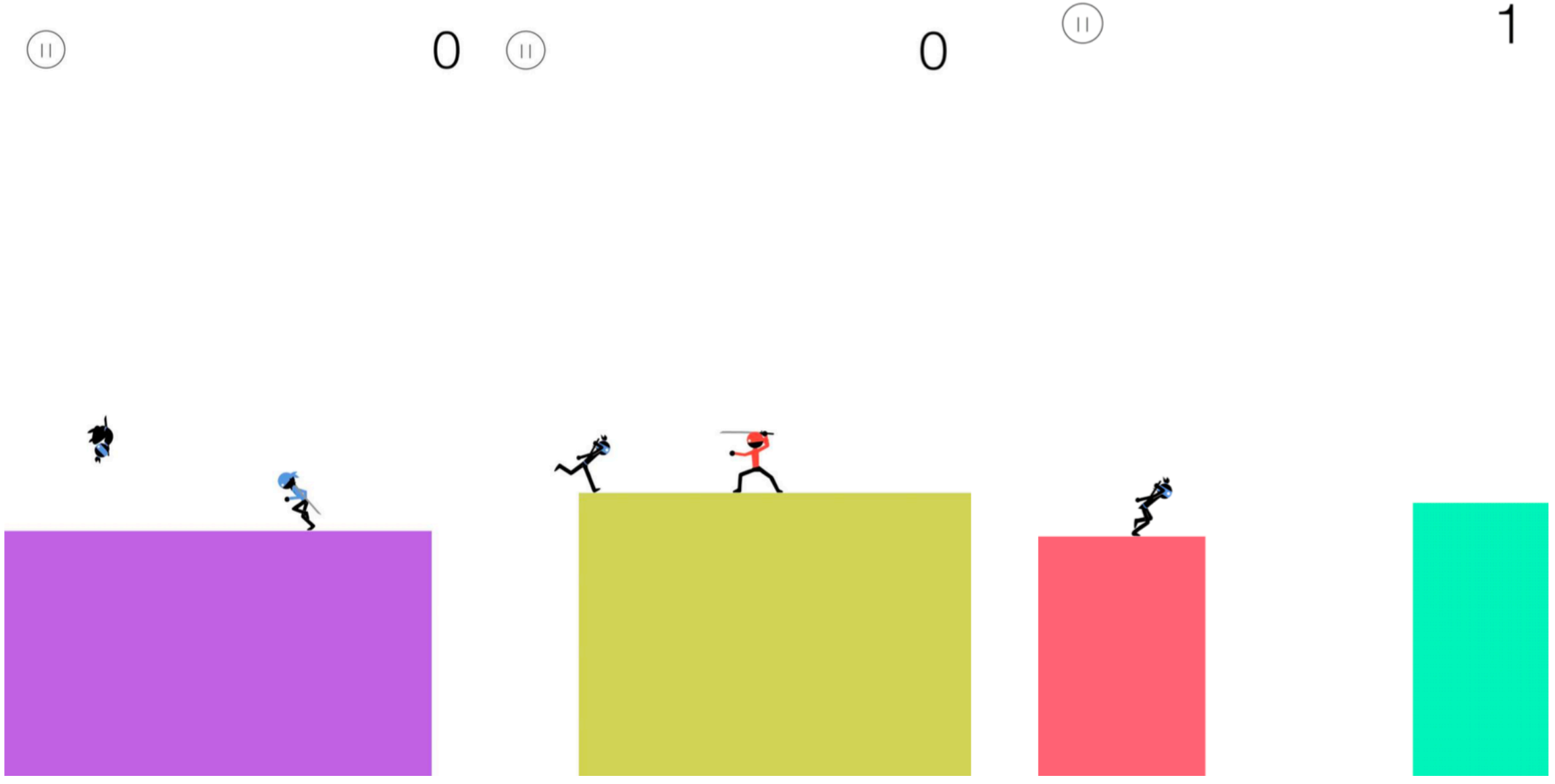
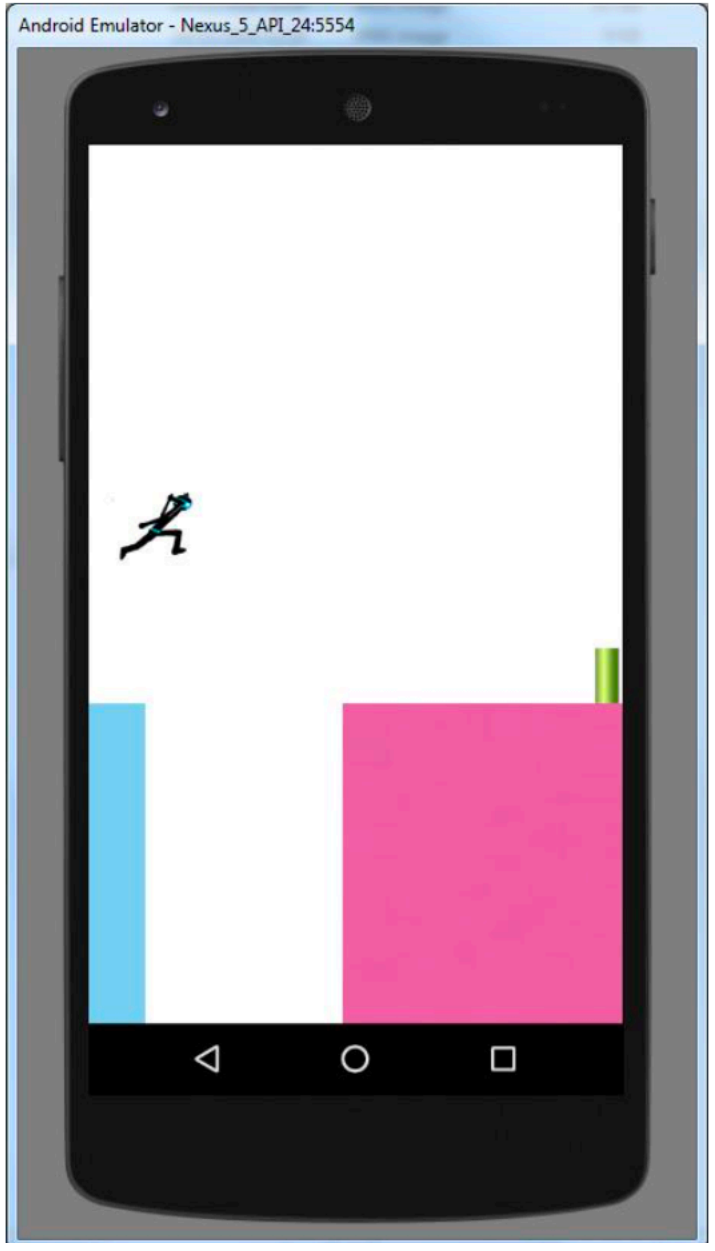
Functionality

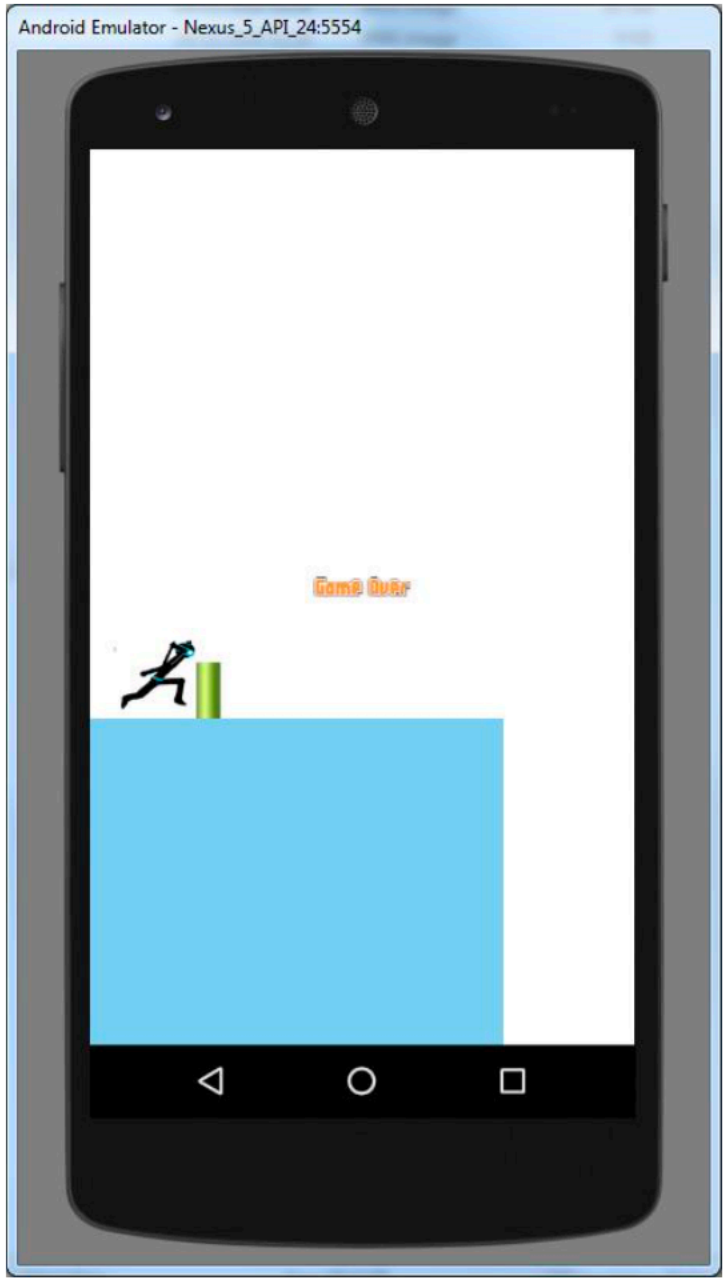
- Don’t like too complicated images. Recall a memory of completely simple-image game.
- Background, Player, Interaction=>All simple
- Ninja (Designed like MatchStick Men)
- Jump/Attack/Difficulty level (More time: barrier/dart/speed up)

The game on the iphone



What I have done




Android Emulator - Nexus_5_API_24:5554
Game Over

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Game Over

What I would focus on in the next few weeks

- The attacking collisions
- Animation flow/coherence (make it more real)

What I have learned and the difference I would make the next time.

I would still do the same presentation for the week 9 presentation if asked again, because that what I have done and will do in the next few weeks. However, after knowing I was a little falling behind the plan, I should give the new plan instead of just telling myself to finish the task left from the previous weeks.

Previous plan

Planning :

- Week1 : Installed Android Developers Tools and an IDE and follow some tutorials.
- Week2: Continued following tutorials for Android Game. Reviewed some Java syntax.
- Week3: Tried to think about what's kind of App is suitable for the task within the limited time.
- Week4: Prepared this presentation which help me to figure out whether my project could be made on time and what's kind of skills needed. Decided the target App and the core element (finding some similar game examples/tutorials).
- Week5: Construct the background and create the player.
- Week6: Make sure the background could run regularly (include some cliffs) and the player would die if jump off the cliff.

A little delay in this place

Previous plan

- Week7: Create the enemy and the animation of waving the sword.
- Week8: Write some application logic; prepare presentation which will help me to reflect on what I have achieved and what I need to do to get the project done.
- Week9: Implement the attacking movement and some basic entering UI design.
- Week10: Prioritize development of whatever I identify as being most necessary.
- Week11: Full integration of various elements, testing, fixing.
- Week12: Fixing and preparation of demonstration and presentation.

After arriving the animation part, I found that in order to create a flow animation and fit well with the screen, I need to draw these animation by myself.

New plan for the next few weeks

- Week 10: Deal with the logic determination of waving the sword, as I said in the week 4 presentation. So the whole system can work very nice.
- Week 11: Add the score we get (without considering at the beginning of design the game) and the game initial UI background.
- Week 12: Fix some little bug and prepare the week 12 presentation.