

Week12 presentation for Individual Project (After revising)

IET Yinghan Xu

Functionality

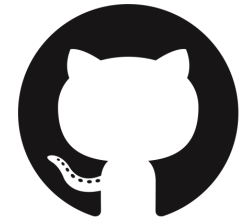
- Don't like too complicated images. Recall a memory of completely simple-image game.
- Background, Player, Interaction=>All simple
- Ninja (Designed like MatchStick Men)
- Jump/Attack/Difficulty level (More time: barrier/dart/speed up)

Tools

- Android Studio (Coding)
- libGDX (Game Framework)
- Github (Version Control)



libGDX



Github repository



Merge remote-tracking br...

1 month ago by RockyXu66

2 ▶



Solve some ground proble...

1 month ago by RockyXu66

2 ▶



Add flappy bird demo ma...

1 month ago by RockyXu66

55 ▶



Add the ground

1 month ago by RockyXu66

6 ▶



Add the player's image

1 month ago by RockyXu66

5 ▶



Add the background, play...

2 months ago by RockyXu66

13 ▶



Add week4 presentation

2 months ago by RockyXu66

3 ▶



Learn how to create the F...

2 months ago by RockyXu66

41 ▶



Add the left screen touch functi...

1 month ago by RockyXu66



Add the left screen touch function

1 month ago by RockyXu66



Add the week9 presentati...

1 month ago by RockyXu66

15 ▶



bla bla bla

1 month ago by RockyXu66



Add player's 17 frames a...

1 month ago by RockyXu66

32 ▶



bla bla bla

1 month ago by RockyXu66

5 ▶



bla bla bla

1 month ago by RockyXu66

2 ▶



Add the ally and some ani...

1 month ago by RockyXu66

4 ▶



Add the week12 presentati...

26 days ago by RockyXu66

4 ▶



Bla bla bla

26 days ago by RockyXu66



Add the enemy's image an...

28 days ago by RockyXu66

9 ▶



Add the distance font and...

1 month ago by RockyXu66

2 ▶



Finally finish nearly all the l...

1 month ago by RockyXu66

3 ▶



Fix the bug of the waving s...

1 month ago by RockyXu66

4 ▶



Try the waving sword mov...

1 month ago by RockyXu66

3 ▶



Finish the colliding animati...

1 month ago by RockyXu66

5 ▶

- From the repository, we can see there is 43 commits and 1 branch, which means I might commit once in two days and didn't try to do any attempt for the new branch (another way to deal with the problem) I haven't use github for a long time, so there're some management problems. Maybe I should try some new branches to achieve different part of the task. Or maybe I should commit with some more valuable comments.

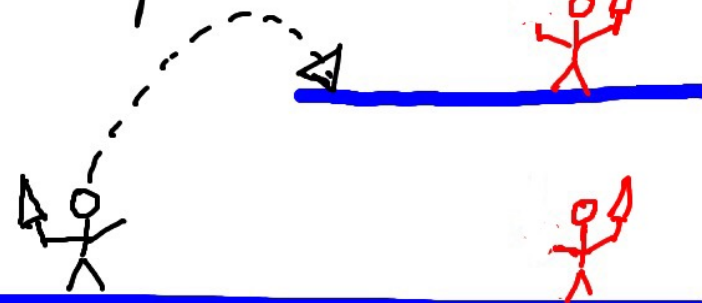
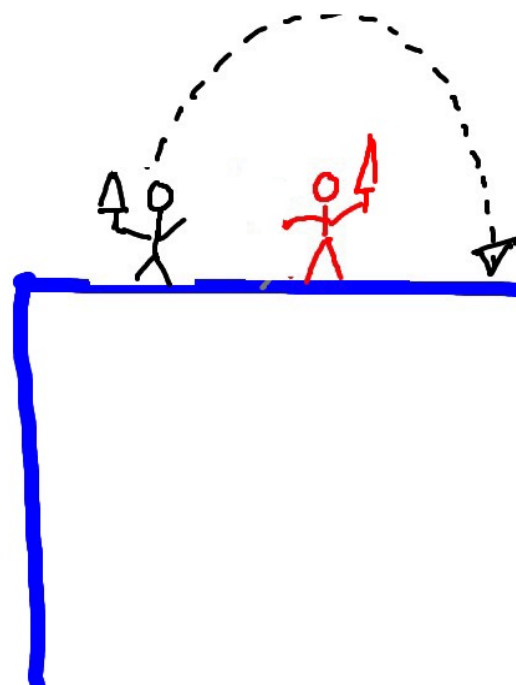
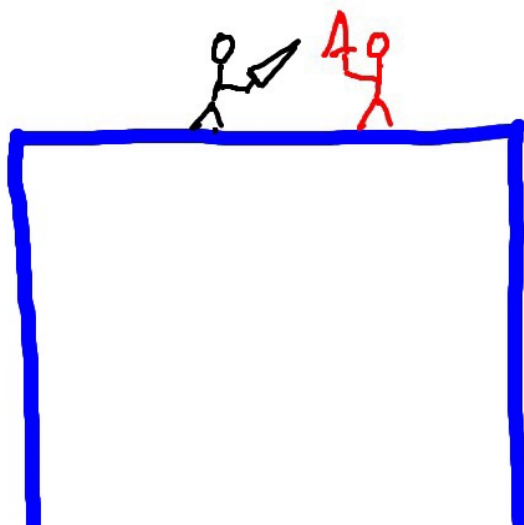
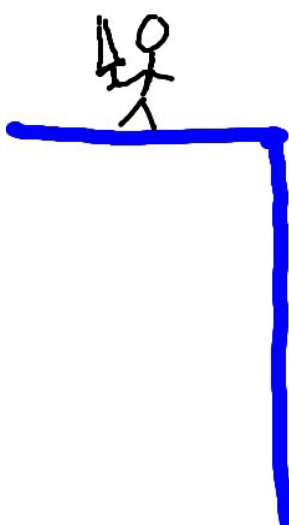
Planning result

① Run

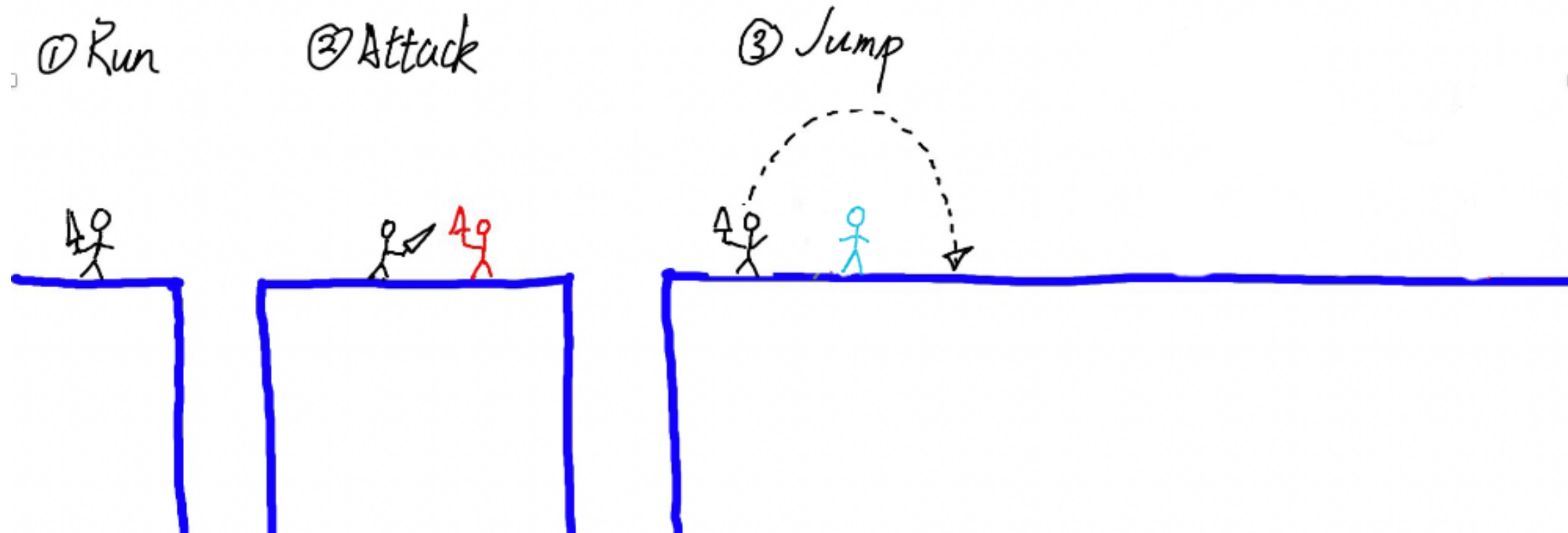
② Attack

③ Jump 1

④ Jump 2



Final result



How to manage the progress

Management:

- Week4: Committed to application concept.
- Week5, 6, 7: Make sure each part of the function could work, if not, try to find some other replaceable function. Don't stop in one part all the time.
- Week9: Emergency reconsideration of core elements to be implemented.
- Week10: As above.
- Week11: Integrate the greatest part of the project for next week's presentation and fixing small bugs.

The game on the iphone



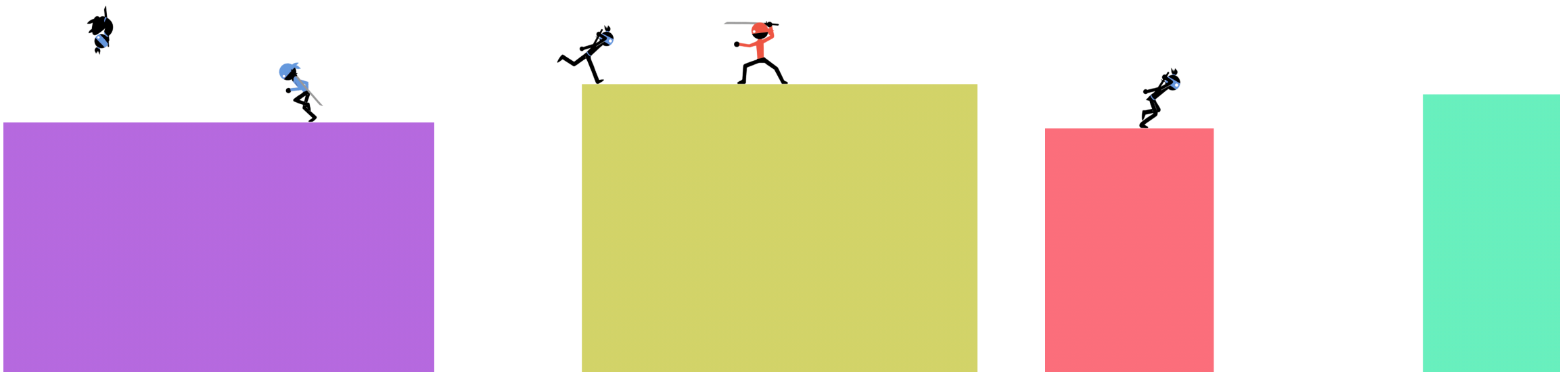
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1



What I have done

Demo (video)

Challenges

- Know nothing about Android
- Time is limited and many projects there

what I have learned and what I would do differently the next time.

- How to manage the time (Might try to spend a long time focusing on solving the specific problem; Separate the whole project into different modules)
- Problems I might face in a project (Time limitation, knowledge limitation, requirement changing) → how to solve them (Planning for a project, presentation, the whole requirement, the emergency solution prepared)

After looking at other people's presentation, I find that in the first version of my week 12 presentation, there is no tools and techniques analysis. Also forget about talking the github management. These should be the basic content for the final presentation I guess.