Week9 presentation for Individual Project

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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)

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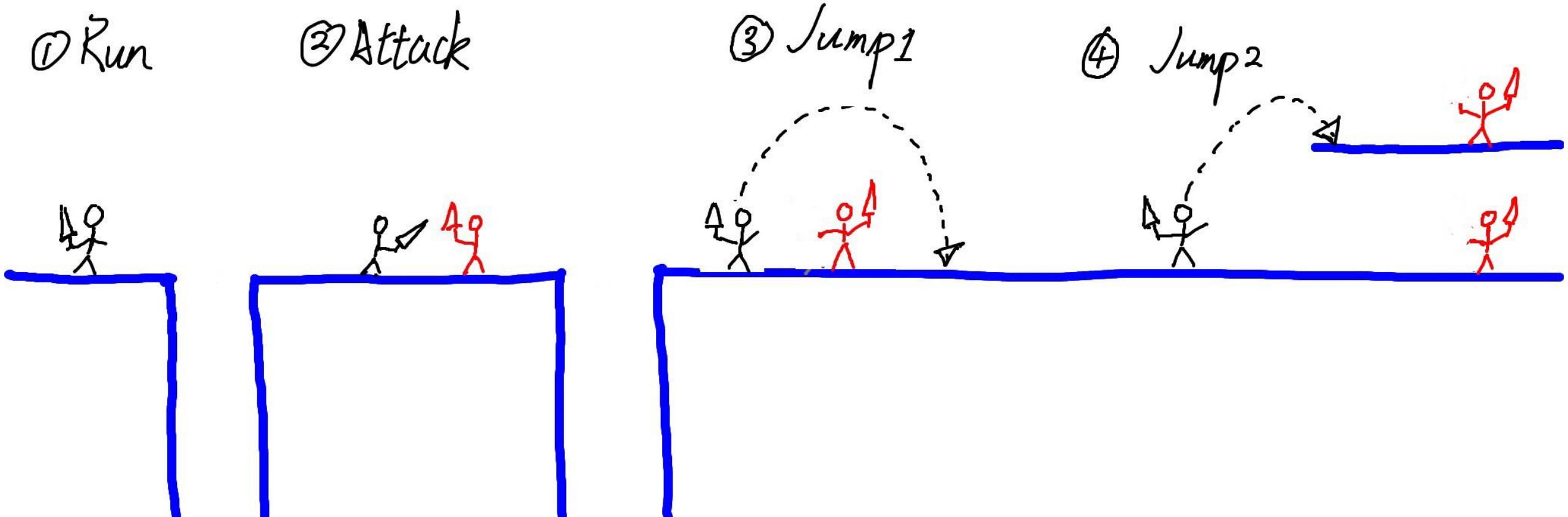

① Run
② Attack
③ Jump1
④ Jump2

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.

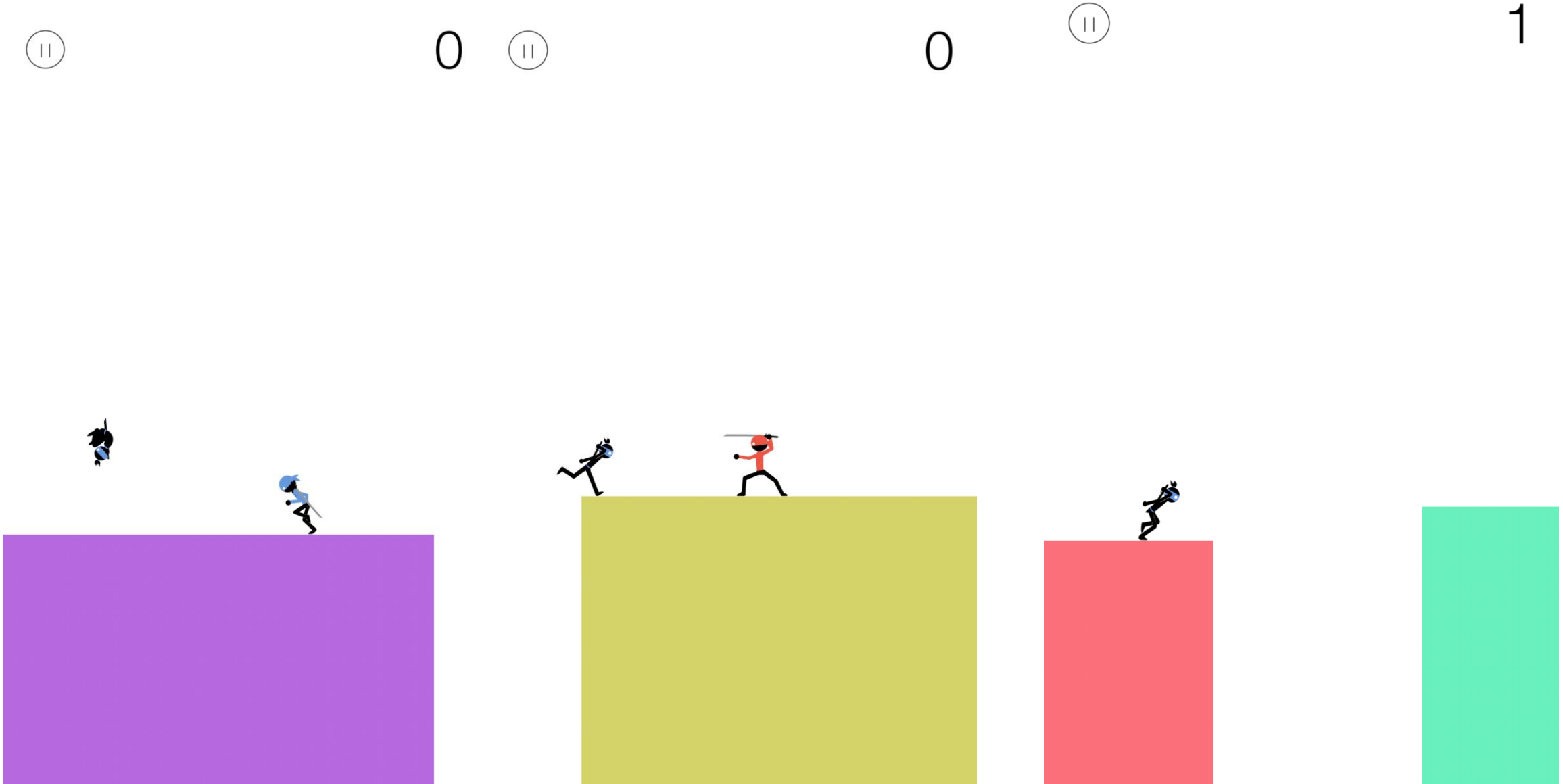
After arriving the animation part, I found that in order to create a flow animation and fit well with the screen, I need to draw these animation by myself.

How to manage the progress

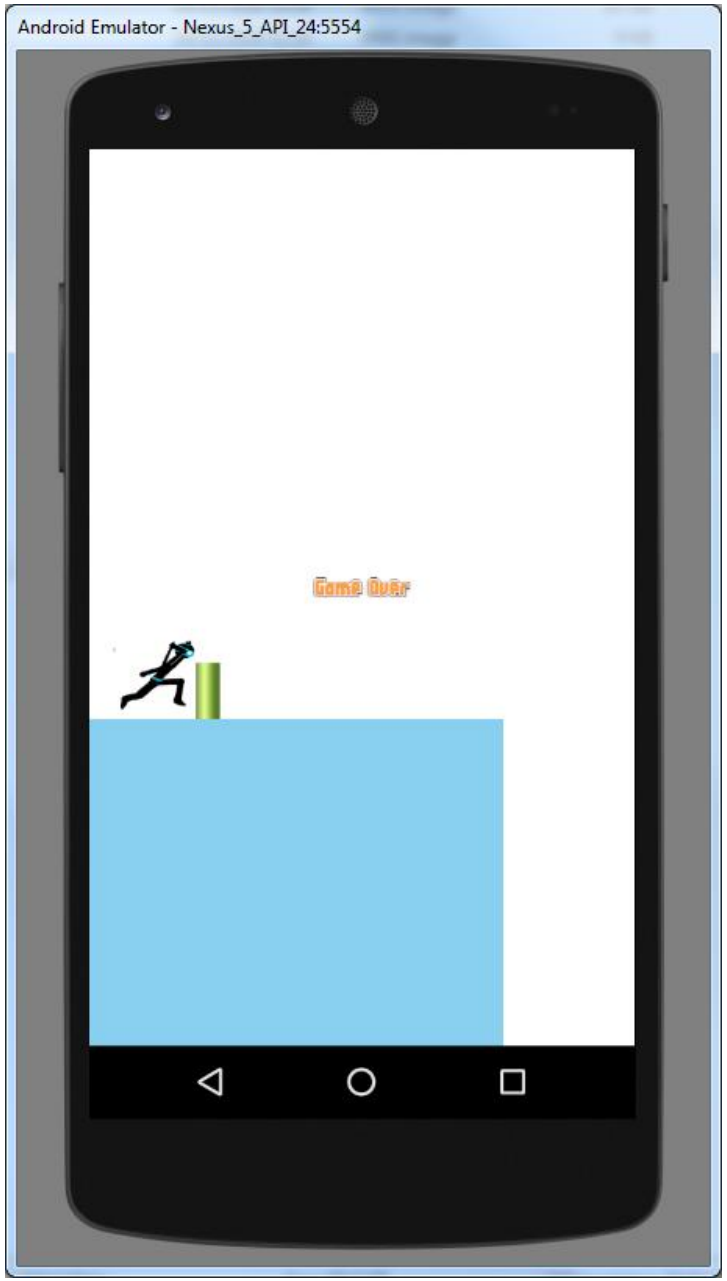
Management:

- 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



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)

Questions?