

Week4 Presentation (after revising)

IET Xu Yinghan
yixu@tcd.ie

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)

Appearance and Interaction



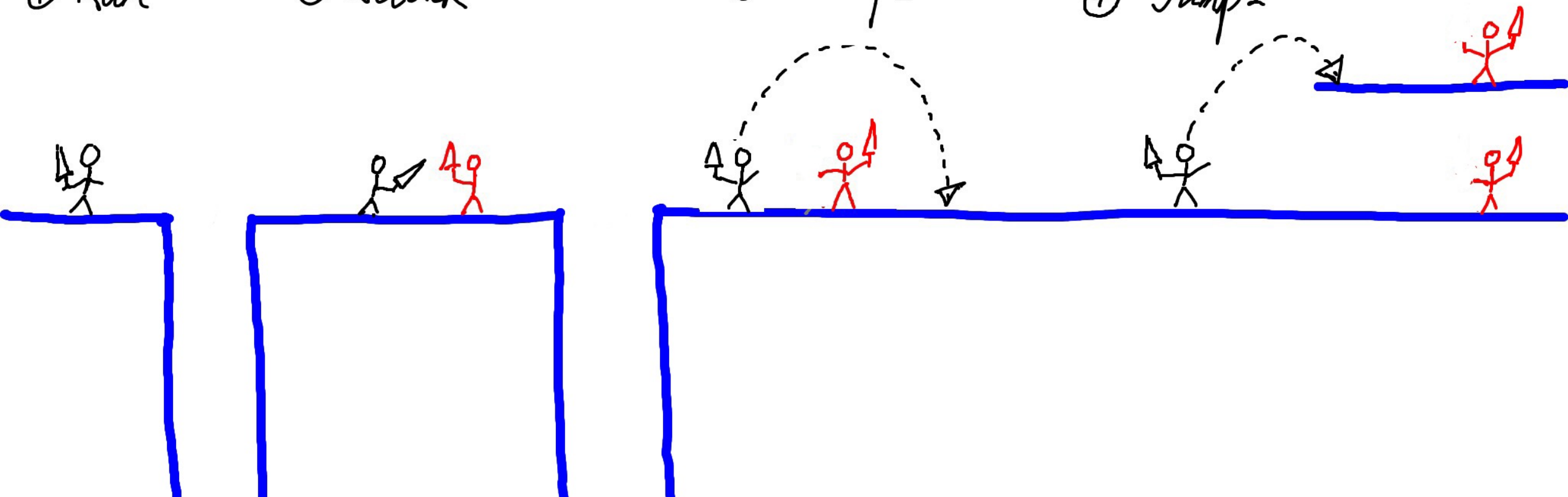
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① Run

② Attack

③ Jump 1

④ Jump 2



Testing

- Depend on how complicated the game is. (Several module or not)

Security/Privacy/Safety

- Do not need to consider in this game

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 ground. Make sure the ground could run regularly (include some cliffs). Also construct the second ground, to make sure I have complete the whole background for half of my whole time. Then I can focus on dealing with characters' creating and their function.
- Week6: Create the player, enemy and ally. Player would die if jump off.
- Week7: Create the jump and waving animation for the character.
- Week8: Prepare the presentation and find if I have caught up with the plan. If not, change the planning for the next few weeks because there' re not too much time left (passing 2/3 time).

- Week9: Creating the attacking movement and dealing with the logical determination to make sure the sword waving nicely (calculate the distance of the enemy and the player)
- Week10: Copy the way working in first ground to second ground. It's not hard but still need to change some parameters in there.
- Week11: Full integration of various elements, testing, fixing.
- Week12: Prepare for the demonstration and the presentation.

What's the difference from the first version of this presentation

After knowing how to deal with this kind of game, I find that I should deal with one kind of module in the same period of time. In the first version, I put the first ground floor and character creating task in the same week. In the past, I just want to build the whole architecture for the game (including the ground and the character). However, there's no need to separate the ground task and character task. I should build all grounds, including first ground and second ground in one time. And creating all characters in one time, separately in two weeks. After compressing the time, I could have time to finish second floor's work at last, which is the part I drop.