

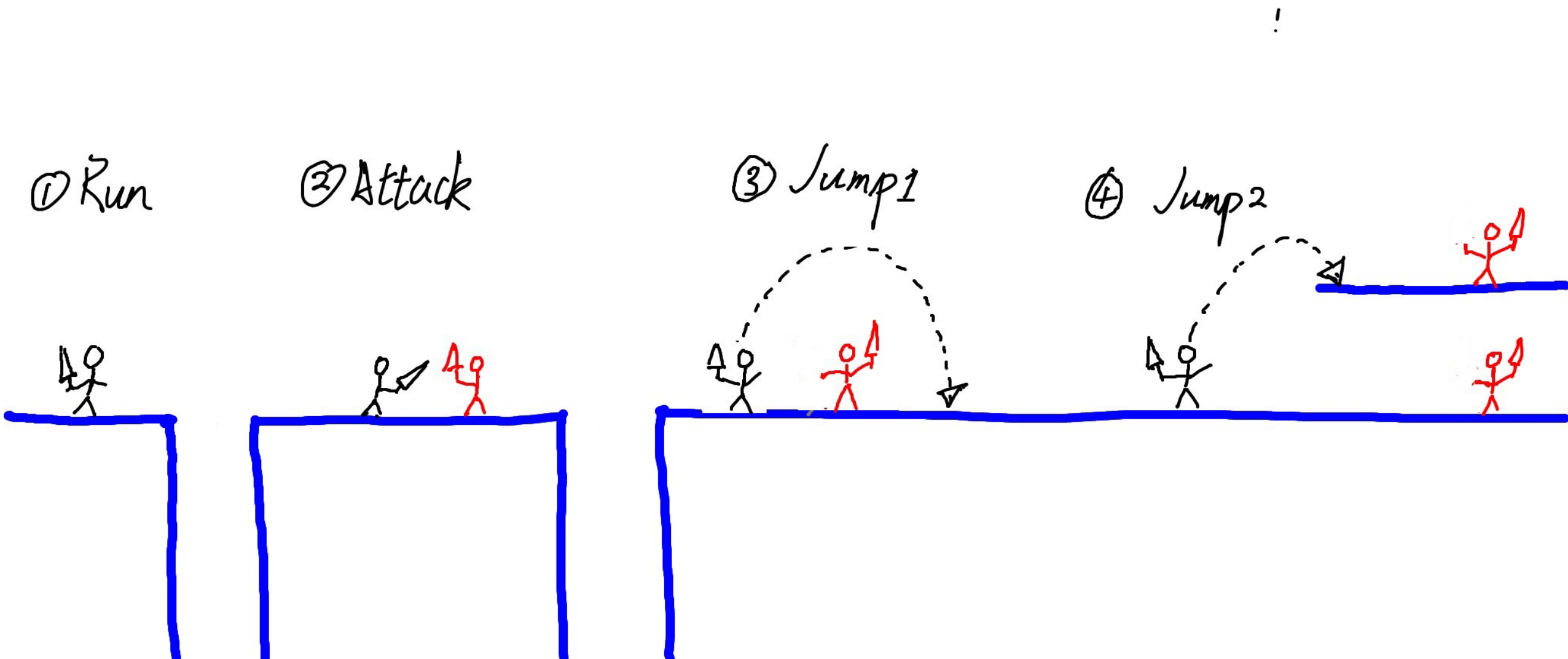
# Week12 presentation for Individual Project

IET Yinghan Xu

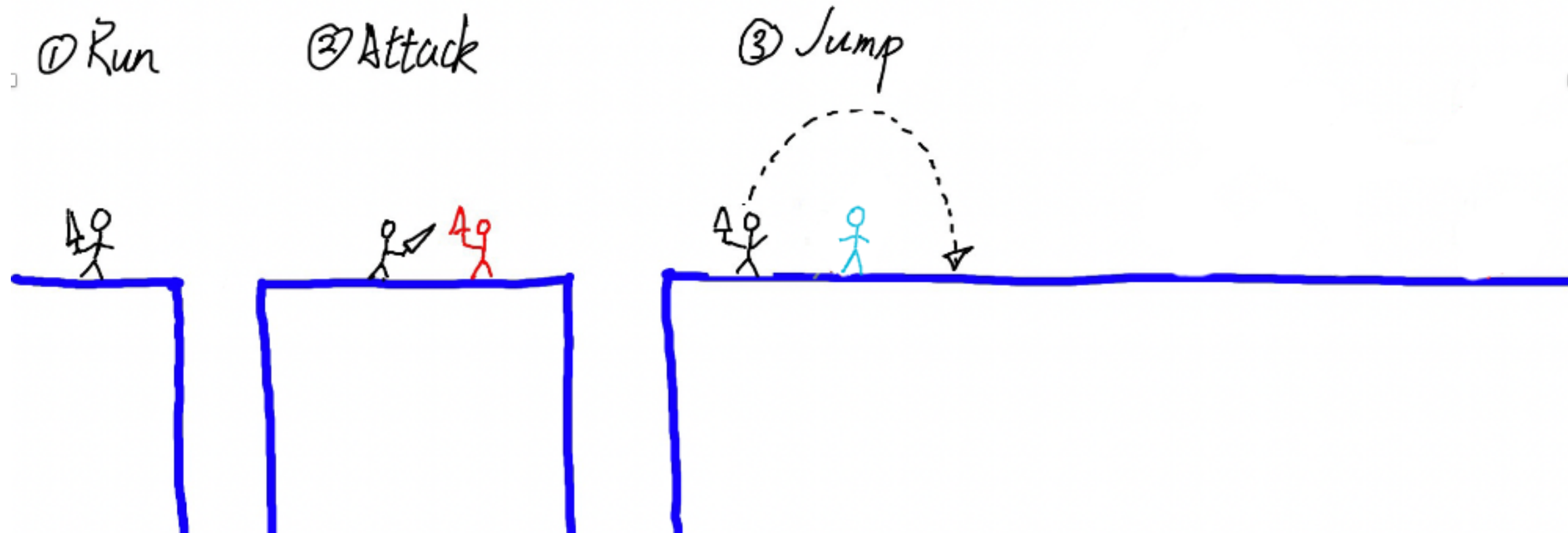
# Functionality

- 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)

# Planning result



# Final result



# 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



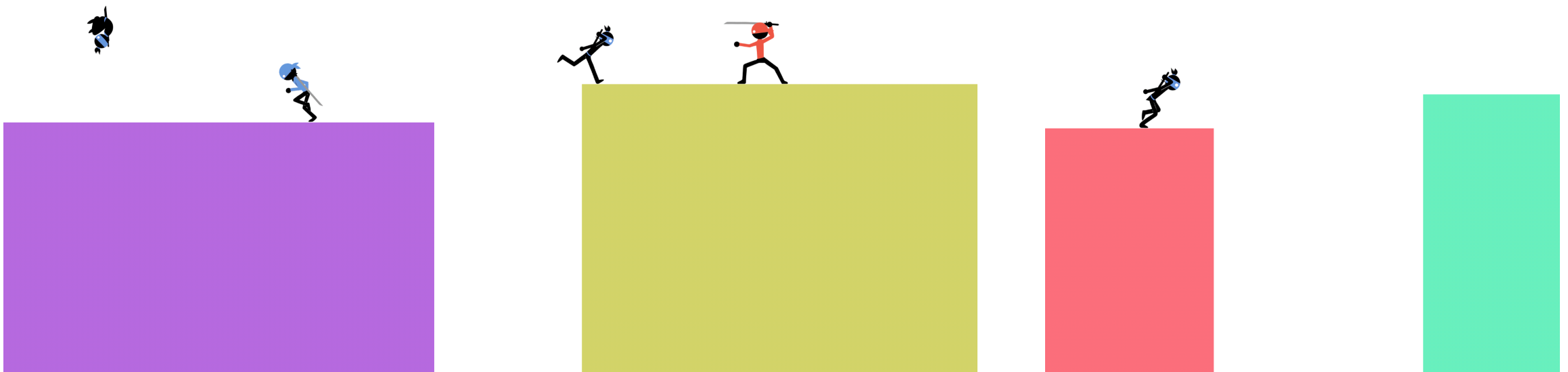
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What I have done

# Challenges

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

# What I have learned

- 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)

Questions?