

CSC 214

Project #2

Due: Monday, April 1, 2024

For this assignment create an app called **Monty** - aka [three-card-monty](#). Bank and user start out with \$250.00 in their accounts. In a *twist* **Monty** allows the game to be played with 3, 4 or 5 cards and players bet \$30.00 - \$50 bets depending on the game.

Icon, Gfx and Orientation [10 points]

Add an app icon, necessary graphics and restrict your app to landscape mode.

Layout and Navigation [10 points]

Implement functional navigation.

1 Home

Shown at launch - navigates to Game, Settings or Bank.

2 Settings

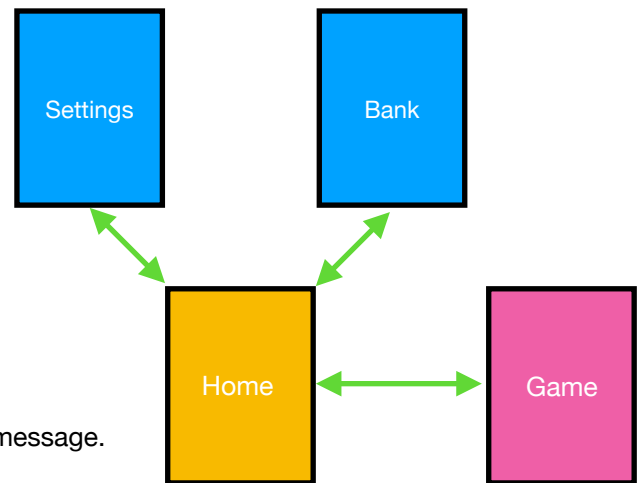
Navigates back Home.

3 Bank

Navigates back Home.

4 Game

Where your game is played. Navigates to Home.



Home [10 points]

The home includes app icon, app name and a welcome message.

Settings [10 points]

Settings includes UI to change between 3, 4 or 5-card Monty.

Bank [10 points]

Includes a history (list) of games played and the current account balances for bank and player. Items in the *history list* show an index, amount won/lost and kind of game (e.g., 3, 4, or 5-card).

Game [10 points]

The game screen includes cards, shows the amount of money each players has and offers a 'play again' option *between* games.

Play [10 points]

Initially and on play again cards are shuffled, then presented face-down and next to each other. A tap on a card: reveals the card, updates the amount of money each player and presents a large image overlay indicating win or loss (of user).

Animations [10 points]

Add **5 animations** to enhance the game. Rotational, positional, scale, alpha animations, etc. and list them in your self-assessment file. Reversed animations (i.e., back and forth) count as one.

Custom Feature [10 points]

In a `custom_feature` branch implement a cool feature that enhances your game. Tell us what you did and we will check it out. Make it worthy.

Git [10 points]

The assignment requires **5** regular commits to git. A **6th** commit is added in your **custom_feature branch**.

Hand In:

1. create a *upload folder* strictly named using your ID, assignment type and version separated by dashes: **jsmith-p-2**
2. verify that your project's app's package name shows your ID: (**com.jsmith**)
3. add your **entire project folder** to your *upload folder*
4. add a signed and dated copy of your assessment sheet next to your *project folder*
5. compress (zip) your *upload folder* and upload it to Blackboard