

CSC 214

Homework Assignment #6

Due: March 24, 2025

It is time for some fun. You will work on a game called **ChickenTap** and add a couple of new features. There are at least 3 animations to implement - each must have its own animation style (e.g., animate alpha, position, scale, etc.).

Localize [10 points]

Localize the **ChickenTap** game into **Arabic** and commit your changes to git.

(1)

Refactor Scoring [10 points]

Users **expect higher scores to be a good thing**, but as of now failed guesses increment the score. Implement a new scoring mechanism that allows **users to be proud of their high scores** and commit your changes to git.

(2)

Button Animation [10 points]

Animate **hiding/showing the buttons** and commit your changes to git. [anim style 1]

(3)

Chicken Animation [20 points]

Animate hiding/showing the Chicken and commit your changes to git. [anim style 2]

(4)

Score Animation [20 points]

Animate score updates and commit your changes to git. You may want to increase the font size of the game's HUD for better effect. [anim style 3]

(5)

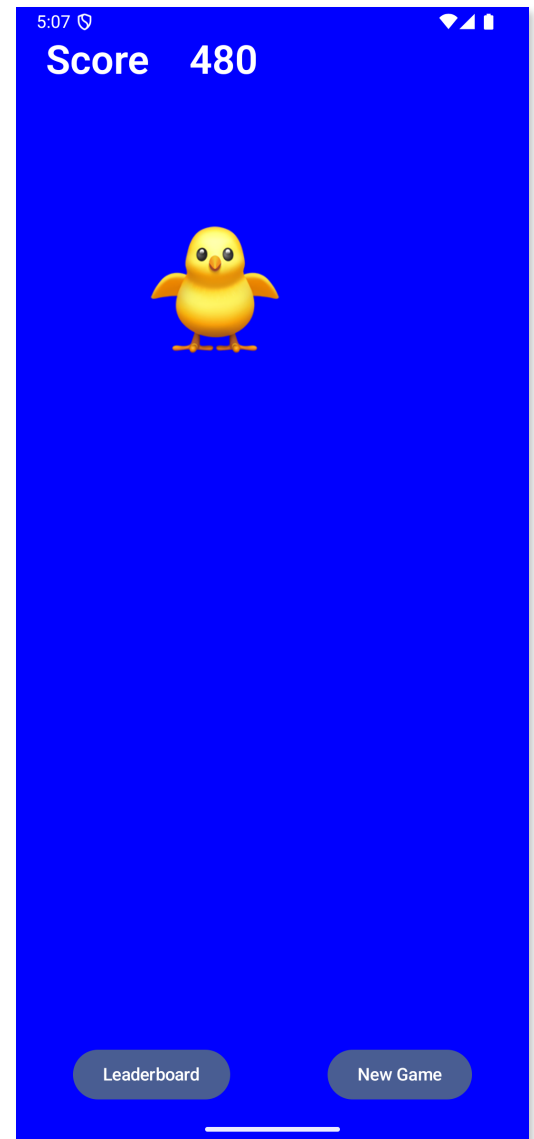
Feedback Branch and Feature [20 points]

Finally create a new branch off **your last commit in main** and call it feedback. Then find a visually attractive way to indicate to the user how close they are to the hidden chicken and commit your changes to the feedback branch.

(6)

Git [10 points]

Following the instructions above you should have made **6 commits to git**. Five in the main branch and one in the feedback branch.



Hand In:

1. create a *upload folder* strictly named using your ID, assignment type and version separated by dashes: **jsmith-hw-6**
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

