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CS 4600

Project Design

Synopsis:

My project was initially intended to be an apple app game but due to software and some hardware issues I decided to switch to an android app game. My game will be a real time city builder type game that also has you interact with the building and individual people to do tasks to gain resources to continue building. There are a few similar games out there that I am familiar with but I plan to implement a lot of my own ideas. Some of my ideas may not be feasible in the limited amount of time I have but I should still have enough time to put together the beginnings of a decent game.

Hardware Overview:

Hardware was a concern at the beginning but things have worked out. At first I assumed I would be able to use the eclipse device emulators to run my application but for some reason they don’t support openGL ES which is practically a necessity for my application. I found out that it would still work on a physical device but that was an issue because I didn’t have one. That was later resolved when I found out that the department had a nexus 7 tablet I could borrow. The next issue was configuring everything on the computer and the tablet so they would work together which didn’t happen in windows. Apparently for windows you need to install the Google USB Driver for windows but you don’t need to install it on a linux or an apple computer. I don’t have either of those at home but the computers in the lab will work for me. I have been using the apple machines but they are annoying so I will probably try making the switch to a linux machine.

Software Overview:

I have been working with the eclipse IDE and that seems to be working fine. I am writing it in java and I am using the openGL ES library a lot. So far java doesn’t seem too different from c++. I wish I could say the same thing about comparing openGL and openGL ES. OpenGL ES can be pretty confusing and seems to take a lot more code than openGL to do the same thing.

Cost Breakdown:

Fortunately the cost is non-existent so far. Since I have access to the computer lab and I am borrowing the tablet my main hardware and software needs are being met. I don’t like the idea of carrying around a table with no screen protector so I will probably buy a case or screen cover for it but that shouldn’t cost much.

Final Overview:

I figured a project like this would be very beneficial to someone who is going to be working in the field as a programmer. Application development is very big and there are a lot of companies that do only that. Java is also a very widely used programming language in the industry and knowing it would be huge advantage when I am out there searching for a job.