BustABobble

A Puzzle Game for Android

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CS 561 Open Source Project

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Project Goals:

- Wanted to experiment with Android environment
- Wanted to learn about game development.
  - How do game engines work,
  - How are games designed?
- This project seemed like a good opportunity to explore both of these things, while also learning about how to do open source development.

Project Inspiration:

http://www.albinoblacksheep.com/games/bustamove

My strategy

- Plan was to work through this book by Jonathan Harbour
  - Hopefully incrementally adding pieces to my game as I learned new things.
  - Possibly use book to build my own primitive engine from scratch.
- In practice, I found the learning process to be too slow.
- About 4-5 weeks in, I realized I needed to give up on writing my own engine, and just import the one developed in the book.
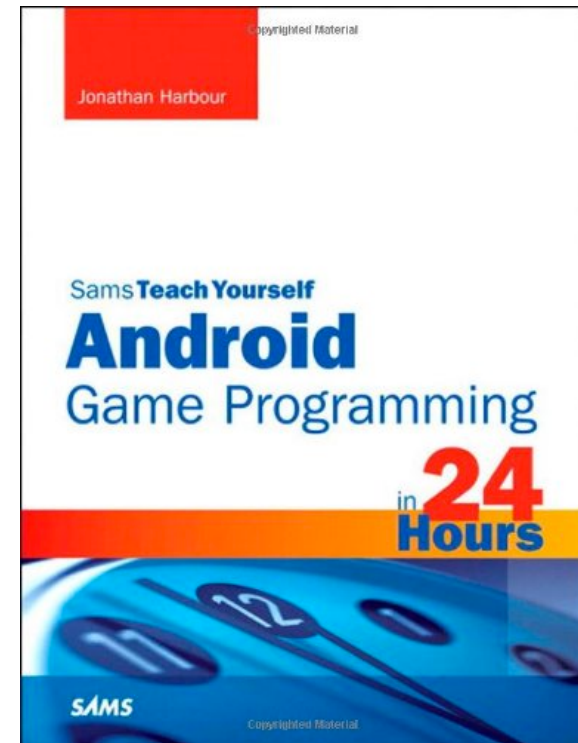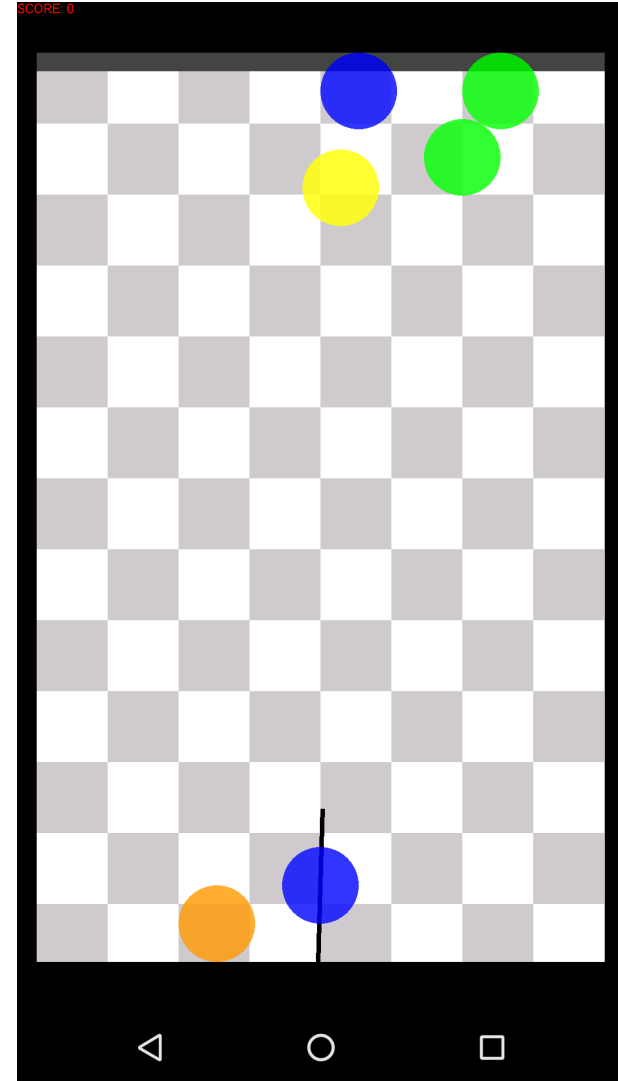
Image source: Amazon

Licenses and Permissions

- I chose the MIT License because it was simple.
- It wasn't clear what license applied to the source code in the book.
  - Asked author for permission, which he gave freely.
  - He said "No licensing required for any software created using the code from the book. The copyright only applies to re-publishing the information in another book or blog or other format without permission."

Challenges and Successes

- Got most game mechanics working
  - Bobbles shoot and stick in the right places
- I did graphics myself using android drawing tools.
  - Helped me to learn about how to use android graphics
  - Didn't have to look for open source game art.
  - But it looks pretty basic. Opportunity for growth later on.
- Learning experience working with someone else's code
  - Didn't always see logic in the engine I was using.
  - Sometimes had to make minor changes to the engine.
  - This led me to learn more about how engines work, and about how to build on existing code.
- Still need to implement game logic for when bobbles cancel each other, levels, scoring, etc.

Demo Video

- https://youtu.be/b2j3L30qUNY