

Bonus Features - Alex Krupski + Adam Morton

Background Images

Background images have been placed in the title screen and the generating screen. This was done in an effort to improve the general quality of the app and give it a unique feel. Just overall in general they enhance the feel of the app and give the user something to see other than just a blank color.

Custom Radio Buttons

Created a unique theme for radio buttons. Instead of the standard blue widget theme, decided to change it to green and add a little bit of a unique effect on a button click. Did this because the style of the new buttons fit better with the theme of the app, and also because I just wanted to make new radio buttons.

Vibrate on Obstacle Hit

When a user tries to move the robot and there is a wall in their way the app responds by vibrating briefly. This seeks to provide feedback to the user about their path and to just generally enhance overall app feedback and experience.

Sounds on Maze Completion

Based on whether the user is successful at completing the maze or not, a different sound will play when the user is transferred to the finish activity. Again this was just to make the app appear more interactive and for us to have some fun with integrating sounds.

Background music while playing

Added some background music that runs while the user is playing the maze. This serves to make the app more fun and interactive. Also makes the app much less boring than simply looking at a screen with no noise.

Custom Maze Graphics

Gave the play state of the maze a tron-esque theme to it. Changed the color of the walls to an image as well as the floor and the sky to custom images as well. This definitely made this much more unique and a much better feel to the app.