

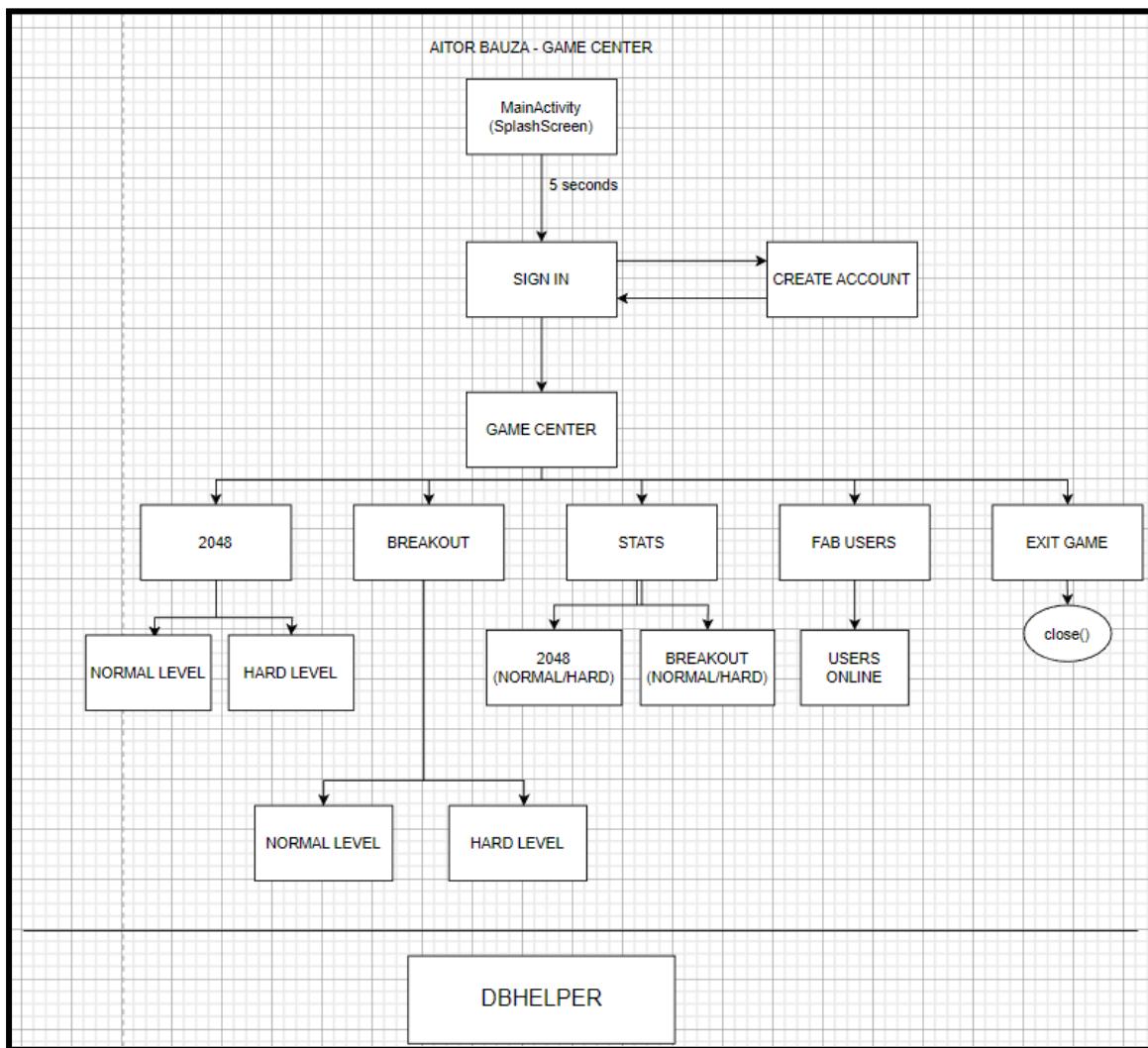
GAME CENTER

AITOR BAUZÁ GÓMEZ

ÍNDICE

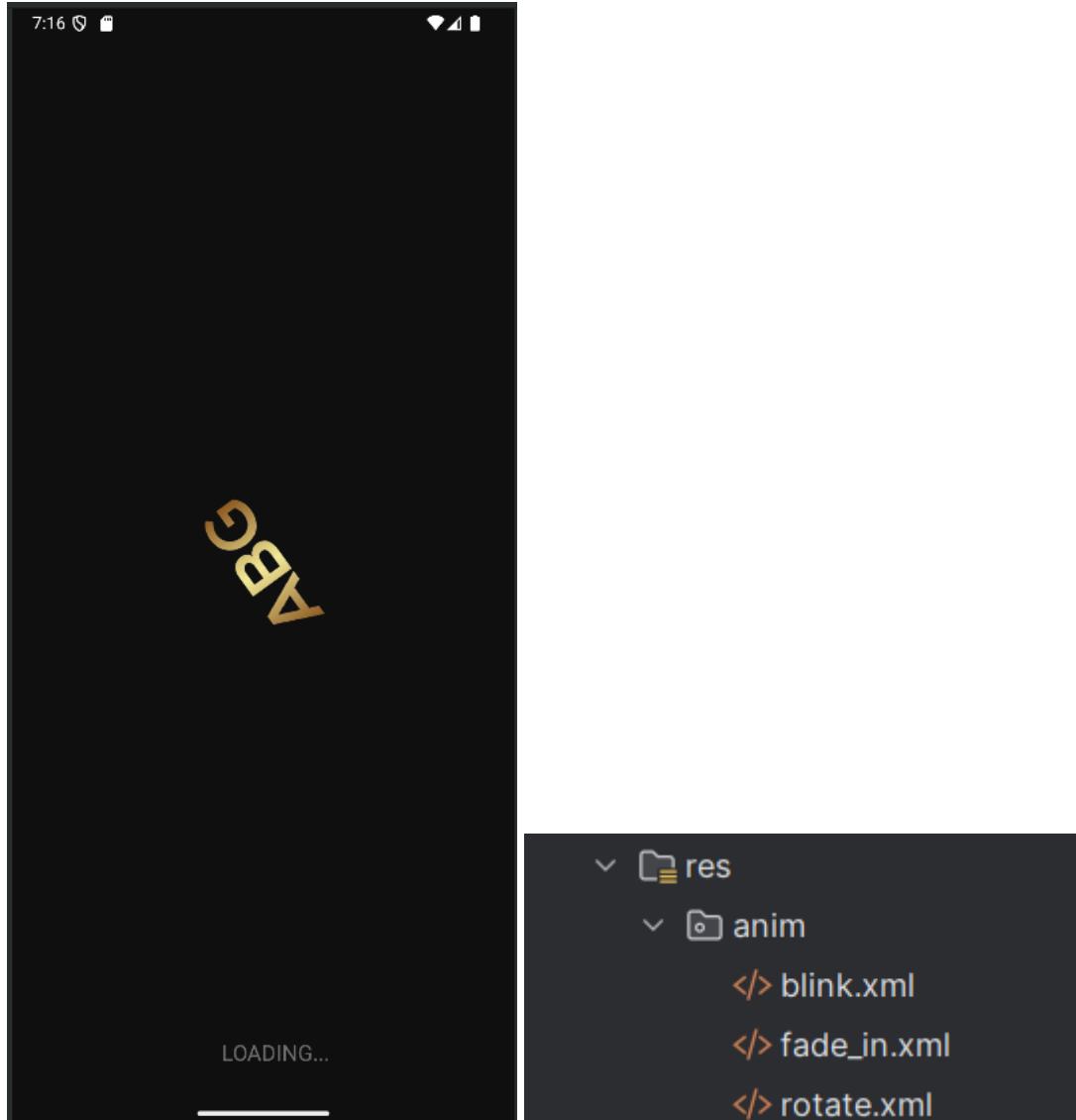
1. DIAGRAMA UML.....	1
2. SPLASHSCREEN	2
3. FORMS	4
4. MAIN SCREEN.....	5
4.1. 2048 BUTTON.....	6
4.2. BREAKOUT BUTTON.....	7
4.3. STATS BUTTON.....	8
4.4. FAB USERS.....	9
4.5. EXIT BUTTON.....	10
5. LEVELS.....	11
5.1. 2048 LEVELS.....	12
5.2. BREAKOUT LEVELS.....	14
5.3. 2048 NORMAL LEVEL.....	17
5.4. 2048 HARD LEVEL.....	21
5.5. BREAKOUT NORMAL LEVEL.....	22
5.6. BREAKOUT HARD LEVEL.....	26
6. CONCLUSION.....	26
7. LINK TO GITHUB.....	26

1. DIAGRAMA UML



2. SPLASHSCREEN

When you start the emulator, a SplashScreen appears with animations in both the logo (ABG) and the lower text (LOADING...).



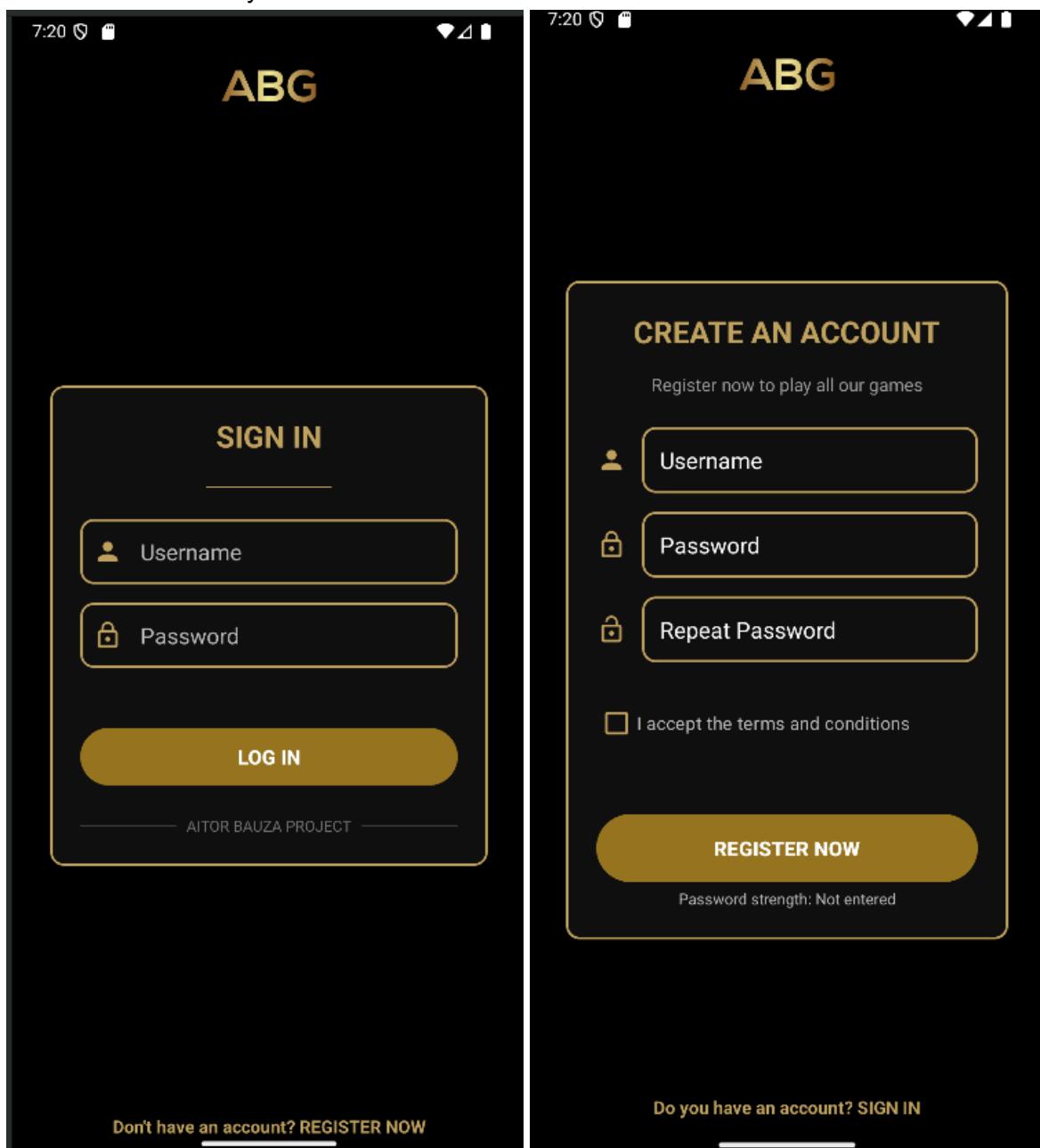
- I have used 3 different xmls for the animations:
 - blink.xml and fade_in for “LOADING...”.
 - rotate for ABG image.

3. FORMS

After the SplashScreen, it will take you directly to the Sign In form.

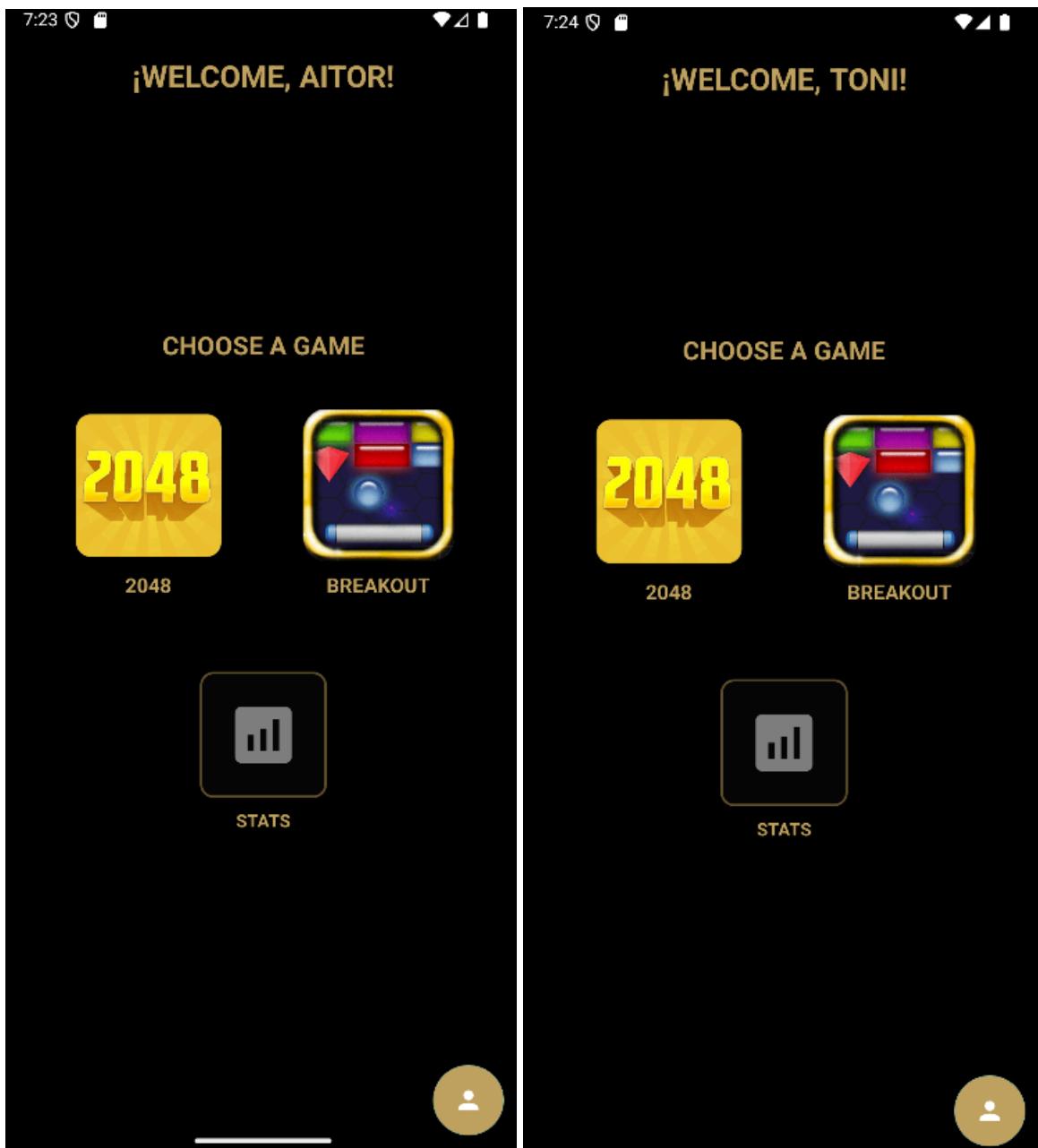
If you have an account and enter the correct information you will go to the next activity, if you do not have an account you must click on the text at the bottom, which will take you to another activity to create an account.

After creating your account, clicking on the “REGISTER NOW” button will redirect you back to the SIGN IN activity.



4. MAIN SCREEN

If you already had an account or have created a new account and have clicked on the “LOGIN” button, it will send you to the following screen:

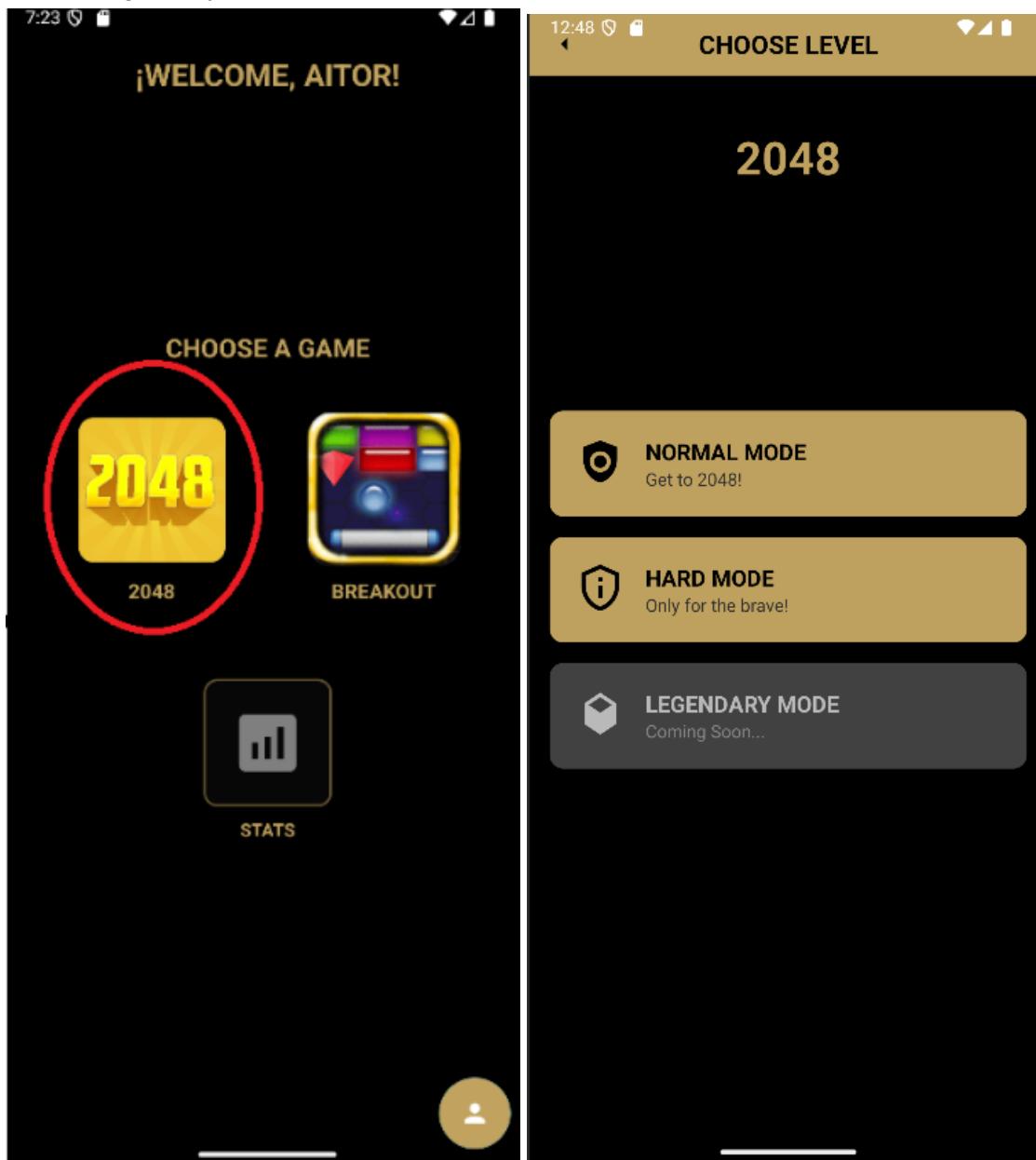


You will receive a welcome message next to your username and you will be able to choose which game to play, see the statistics of the different games or see the online users.

4.1. 2048 BUTTON

- If you click on the 2048 button, it will take you to another activity to choose the difficulty level of the game.

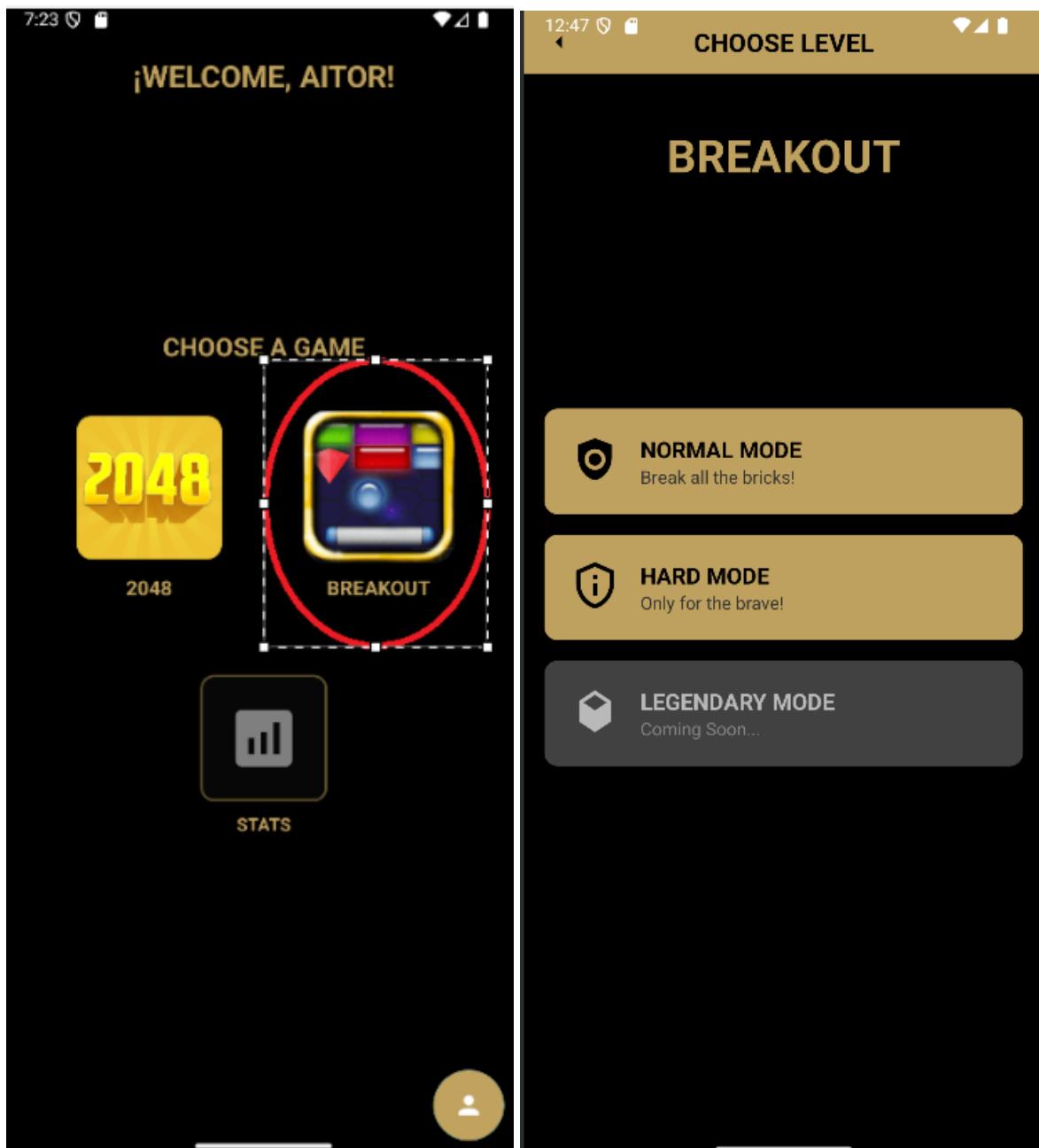
- Normal Level: normal game.
- Hard Level: you start with squares of 1, instead of squares of 2.
- Legendary Level (disabled).



4.2. BREAKOUT BUTTON

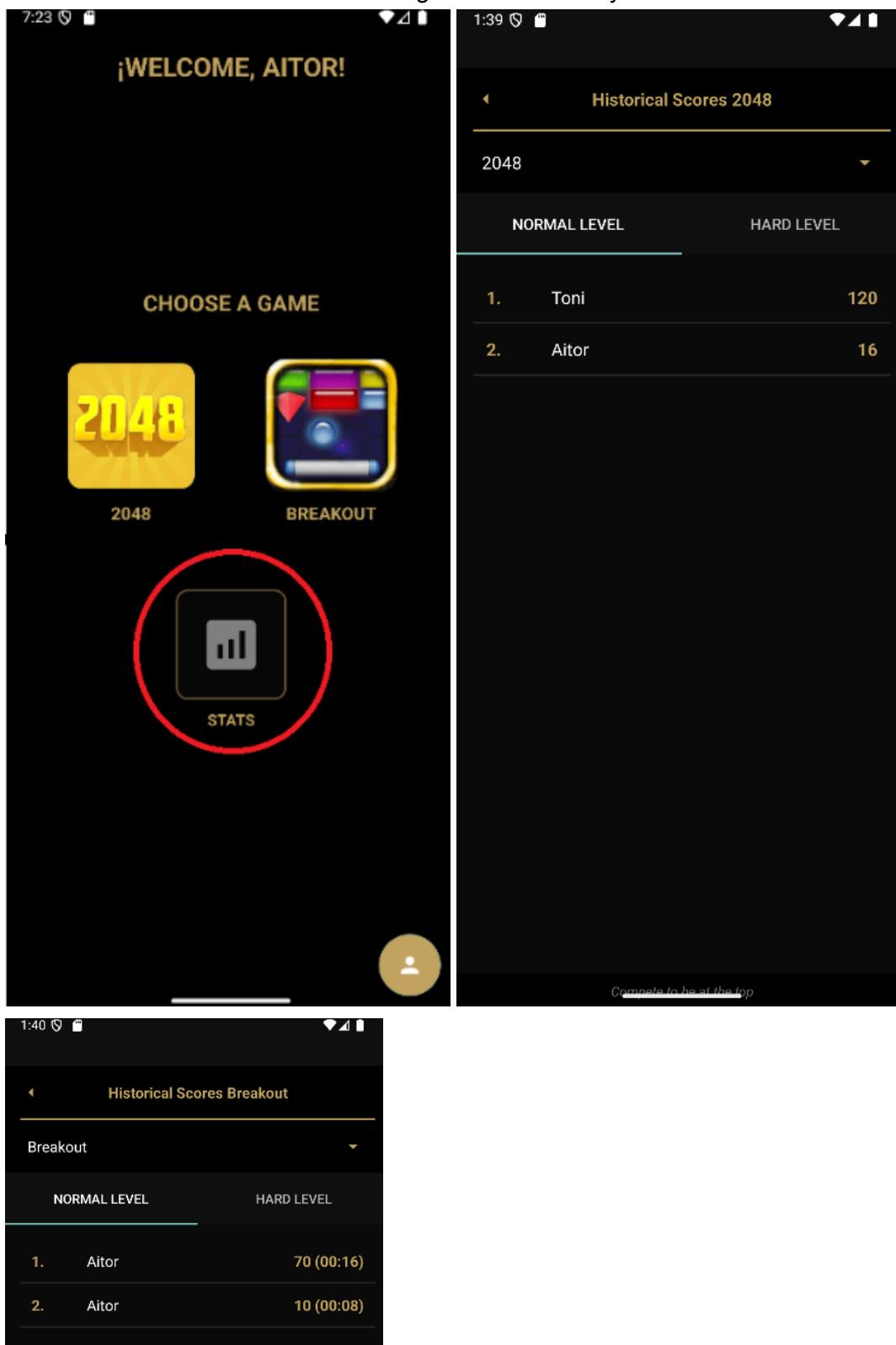
- If you click on the breakout button, it will take you to another activity to choose the difficulty level of the game.

- Normal Level: normal game.
- Hard Level: Ball speed increases by 500%.
- Legendary Level (disabled).



4.3. STATS BUTTON

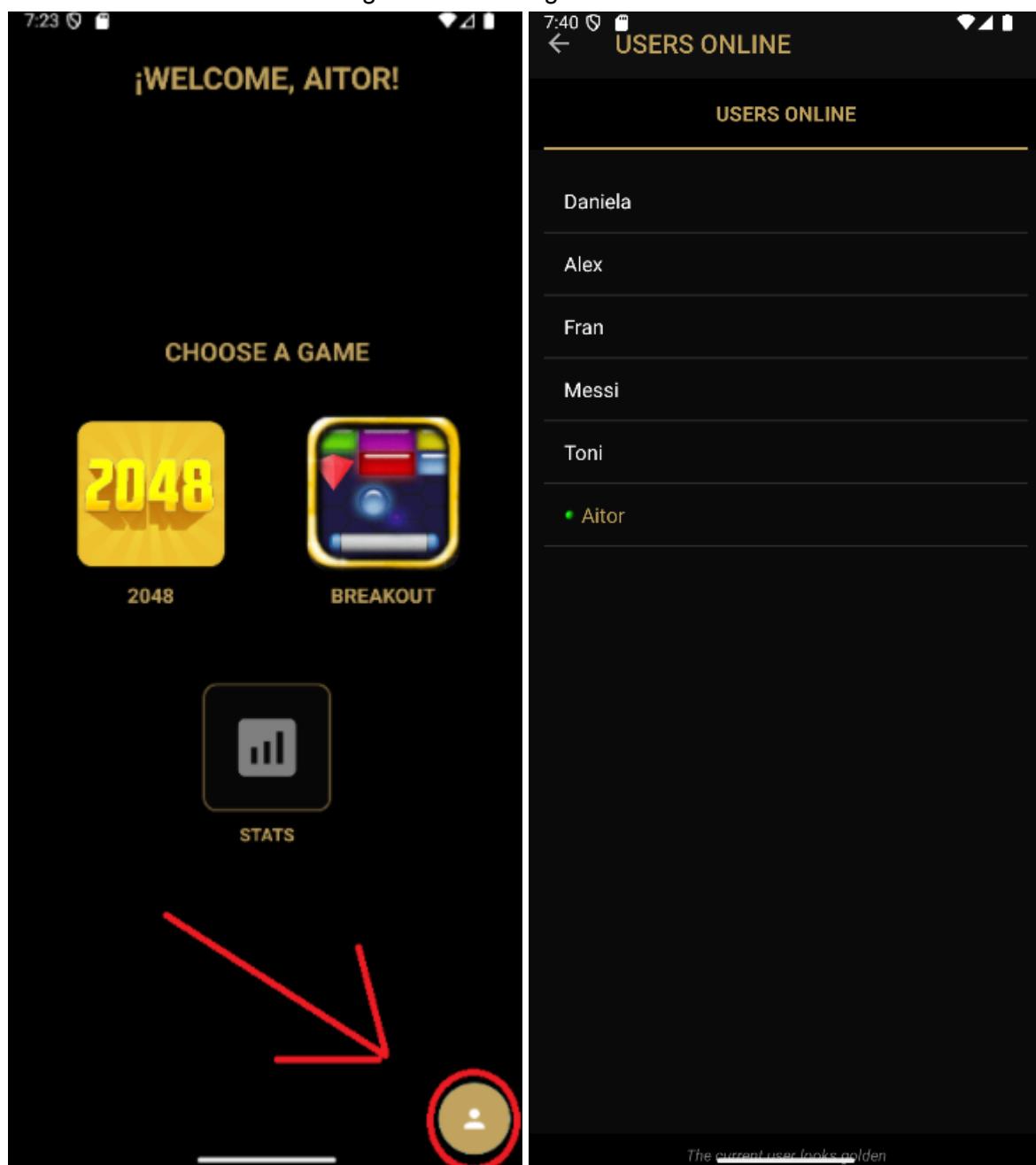
If you click on the statistics button, it will take you to an activity where, through a spinner, you can see the historical scores for each game and difficulty.



4.4. USERS FAB

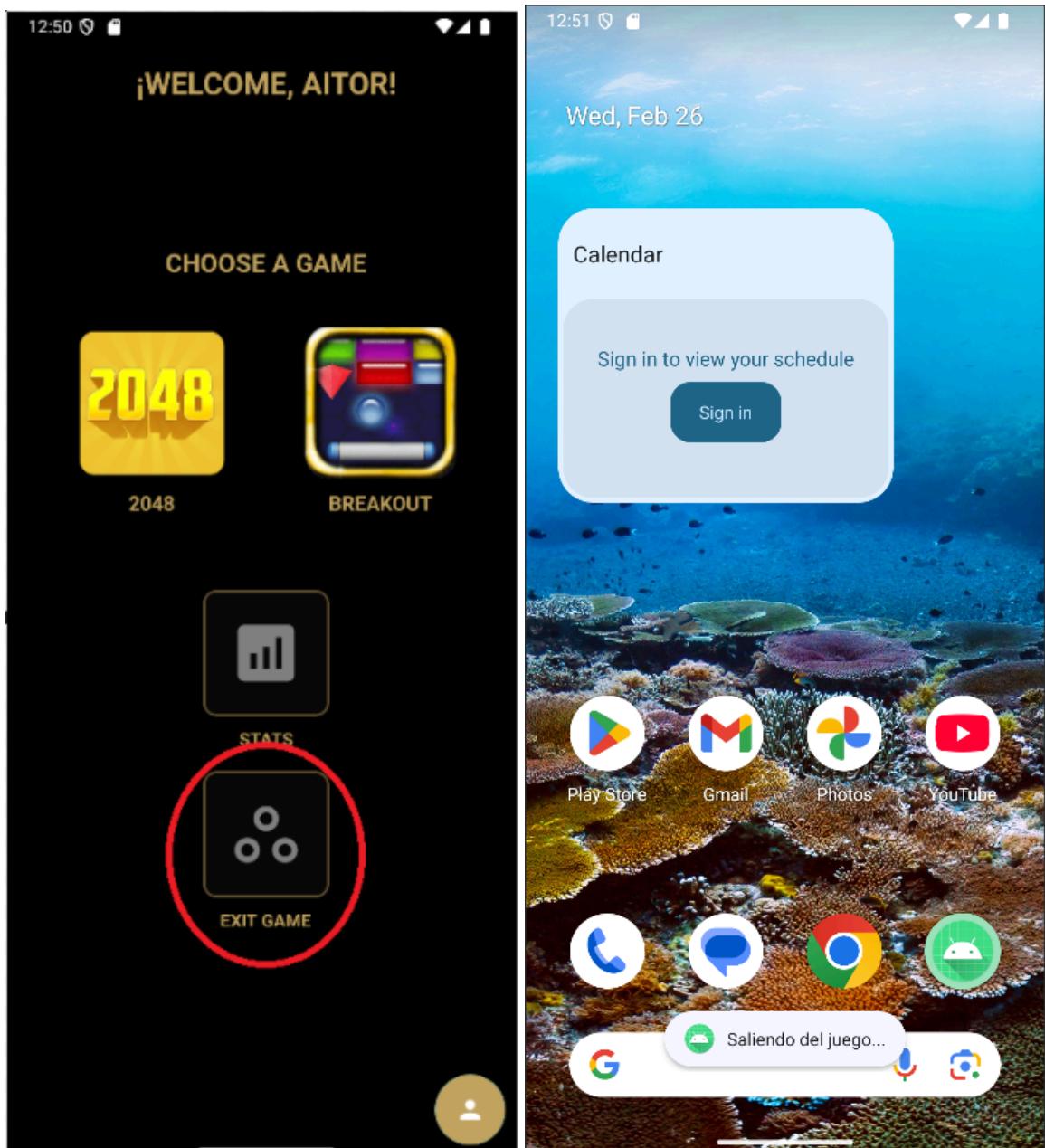
If you click on the FAB at the bottom right, it will take you to a screen to see the users who are connected and those who are not (there will always be one).

The online user will be colored gold and with a green dot to the left of their name.



4.5. EXIT BUTTON

If you click on the exit game button, it will kick you out of the application.



5 LEVELS

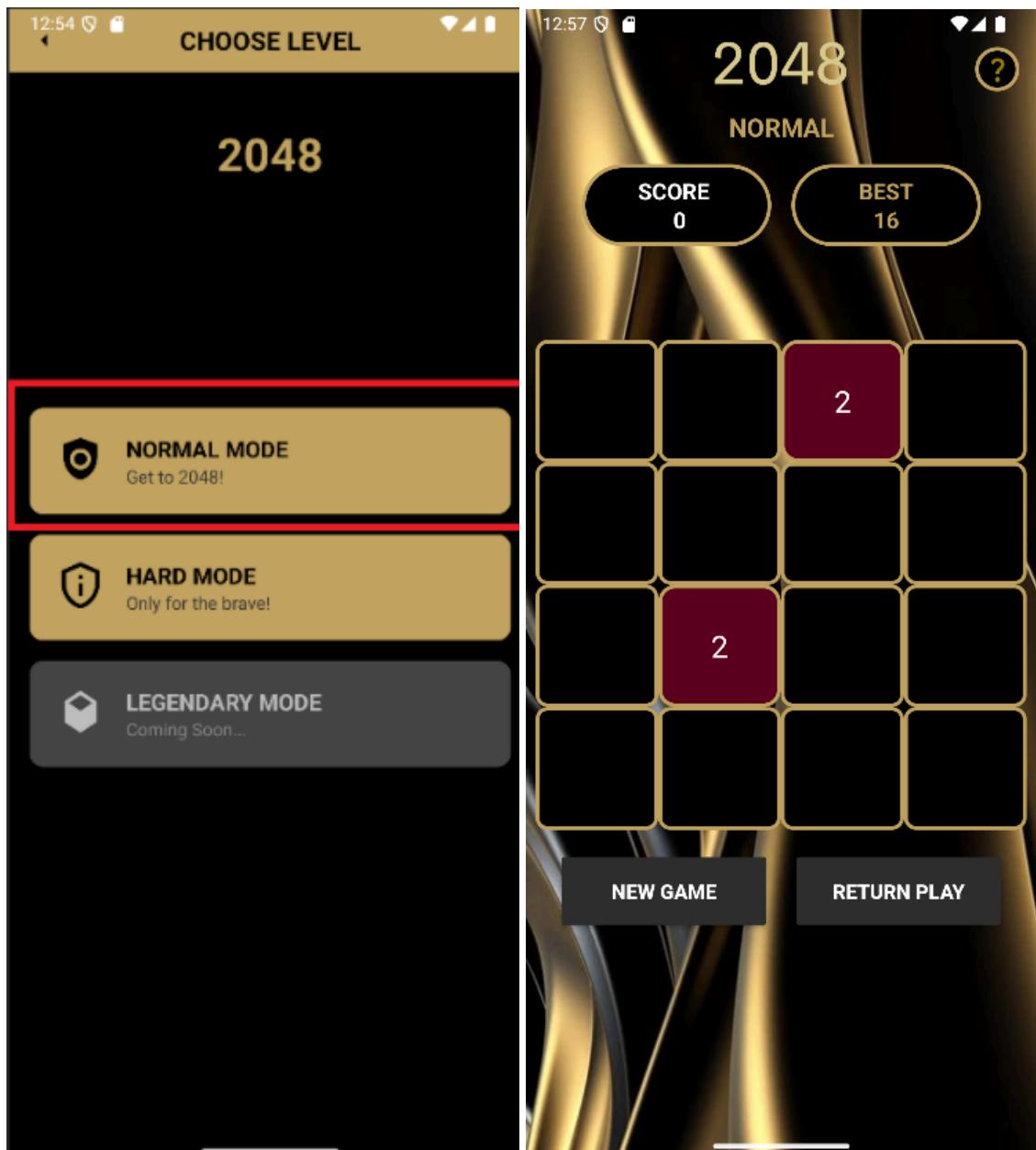
5.1. 2048 LEVELS

Within the “CHOOSE LEVELS” activity, you can choose between playing at the normal level or the difficult level.

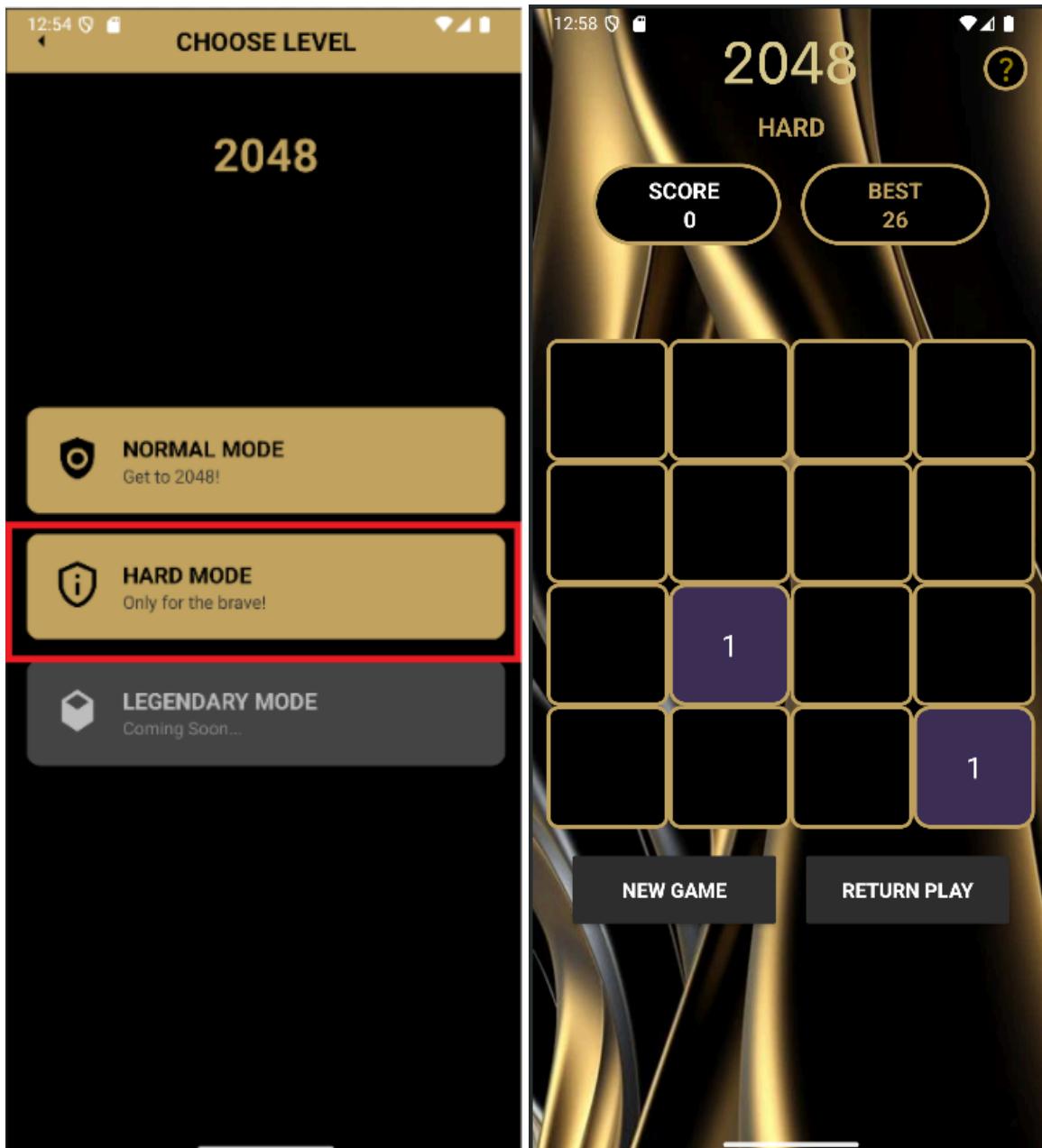
Also, it has a toolbar with an arrow that is used to return to the previous activity.



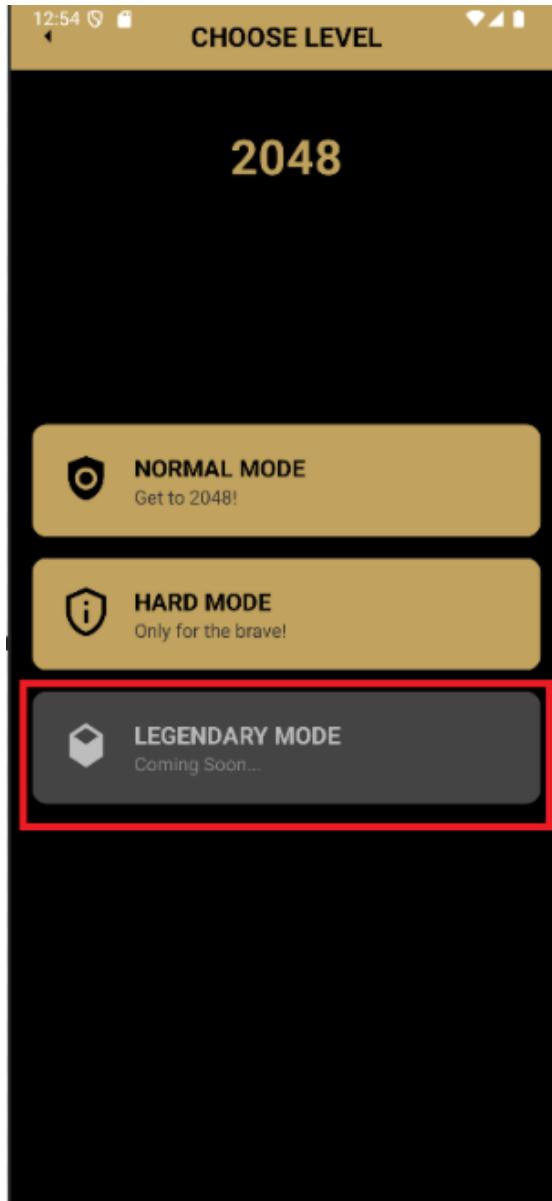
If you choose the normal level, it will take you to the game activity with the normal level.



If you choose the hard level, it will take you to the game activity with the hard level.



The last level is disabled, that's why it has a different color.



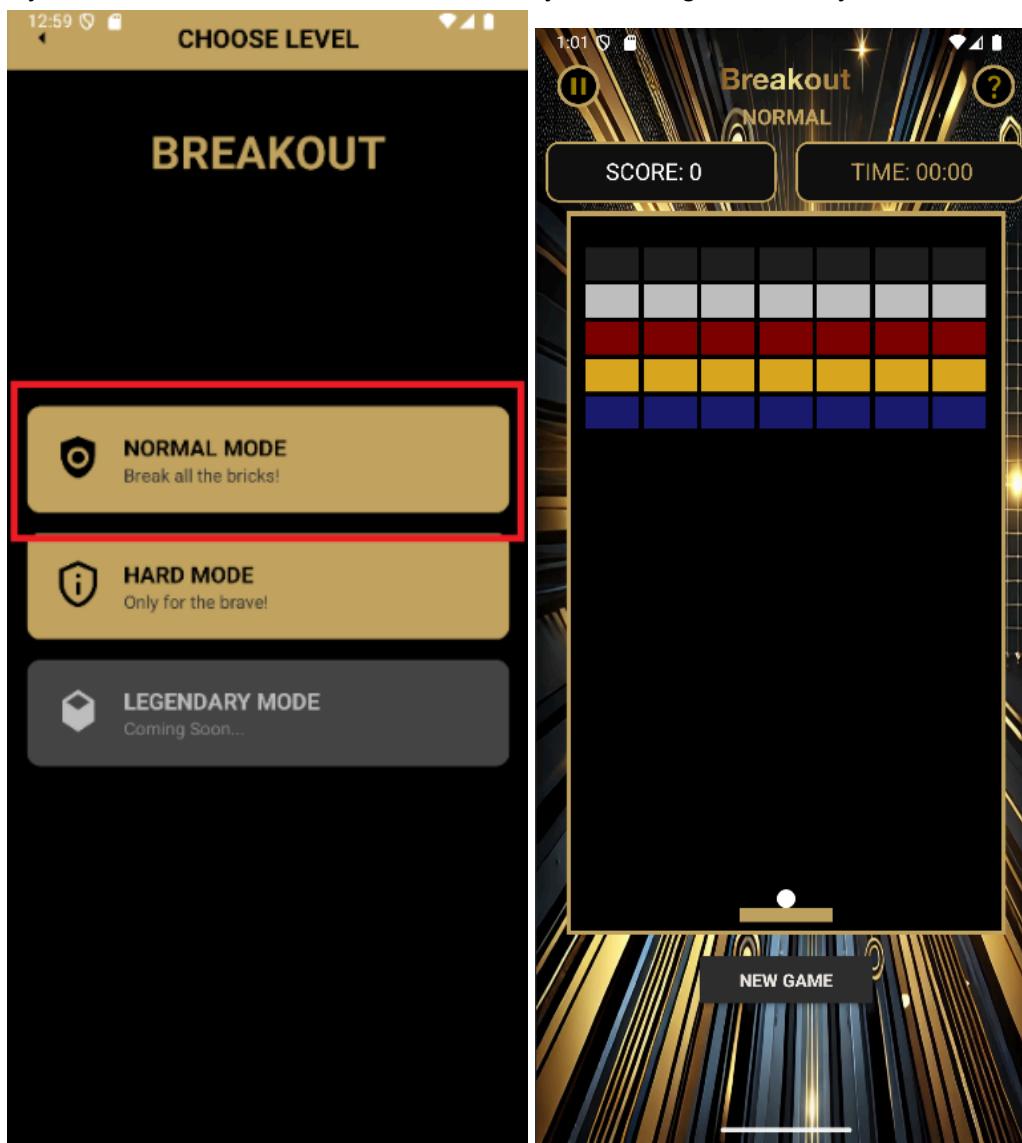
5.2. BREAKOUT LEVELS

Within the “CHOOSE LEVELS” activity, you can choose between playing at the normal level or the difficult level.

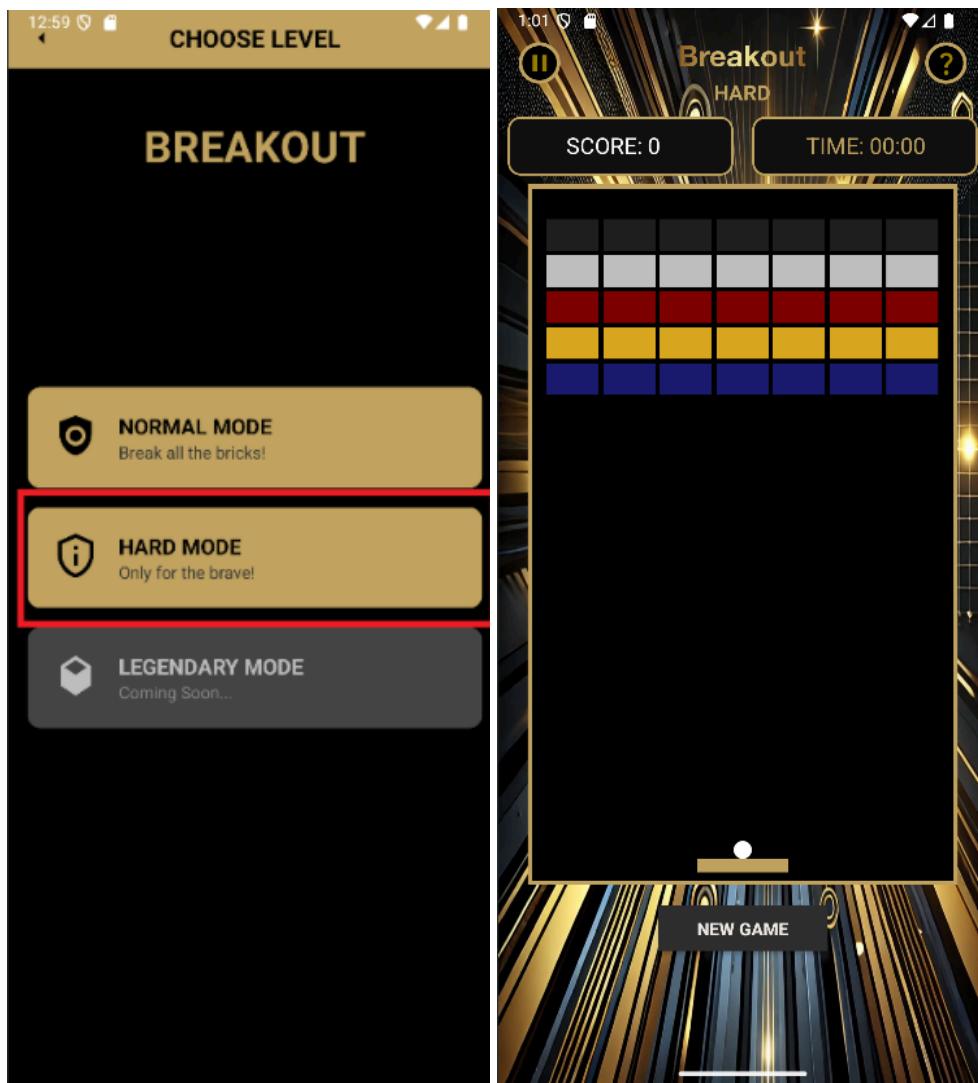
Also, it has a toolbar with an arrow that is used to return to the previous activity.



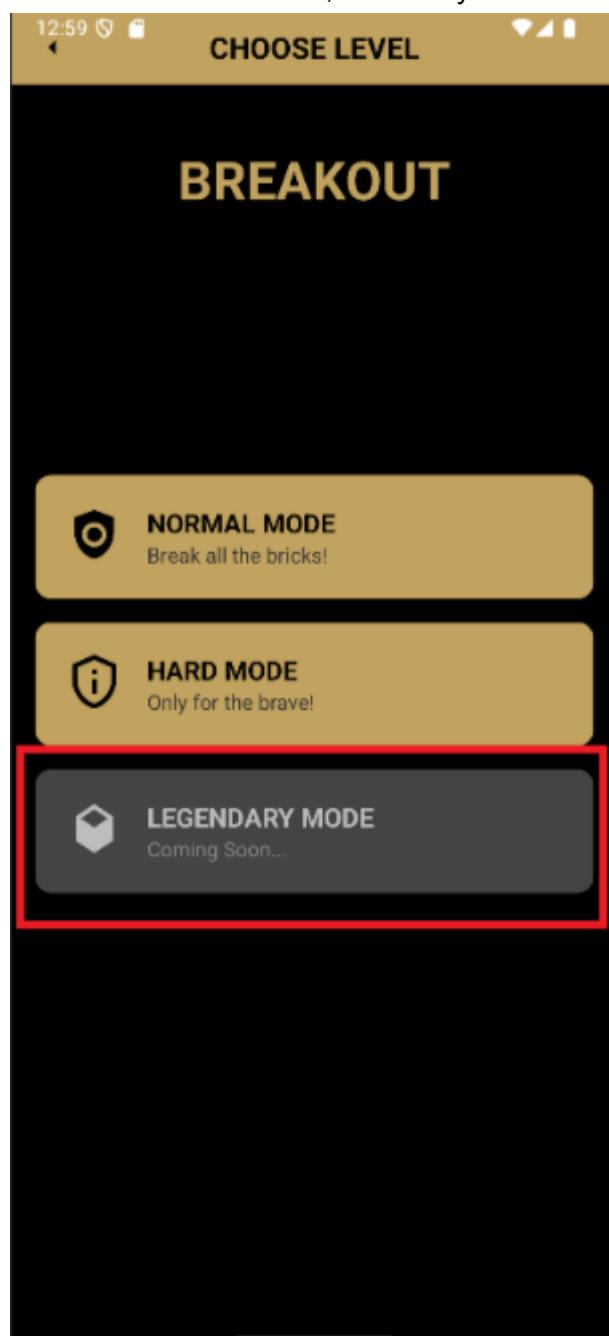
If you choose the normal level, it will take you to the game activity with the normal level.



If you choose the hard level, it will take you to the game activity with the hard level.



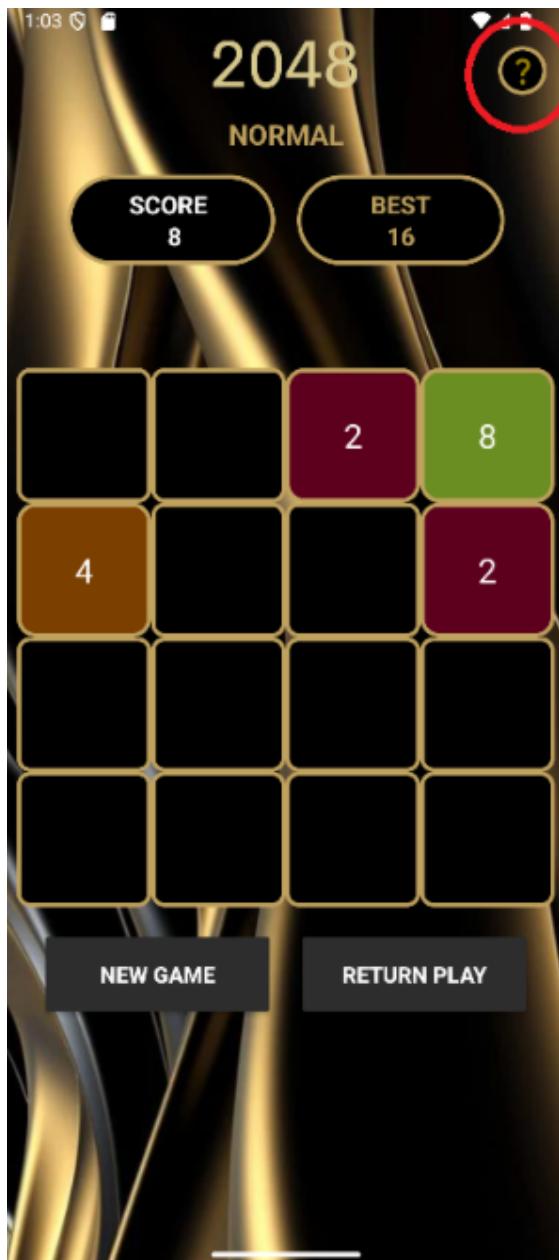
The last level is disabled, that's why it has a different color.



5.3. 2048 NORMAL LEVEL

In this level you can play a traditional 2048 game.
Although, I have added some features that make it better.

-Button Tutorial:



Tutorial
Swipe to move the squares.

SKIP NEXT

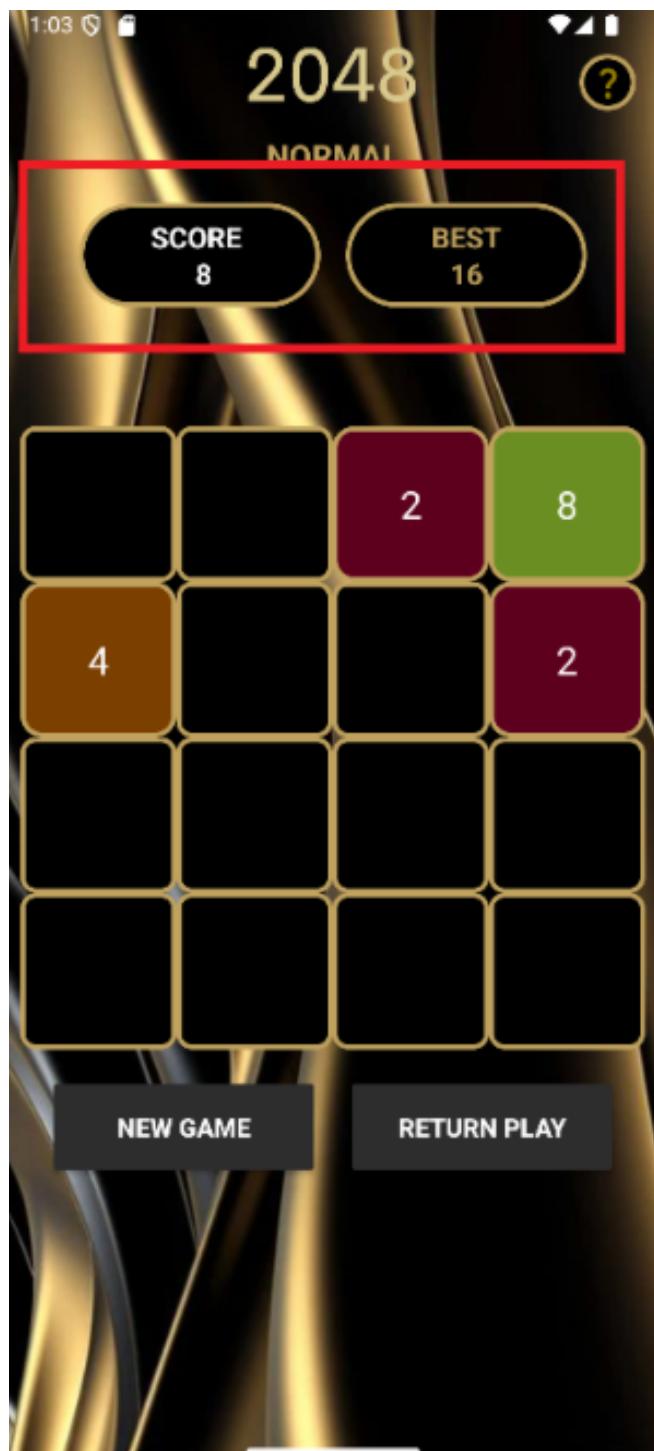
Tutorial
When two squares with the same number touch, they merge!

SKIP NEXT

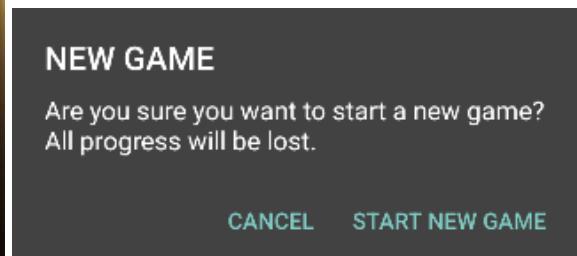
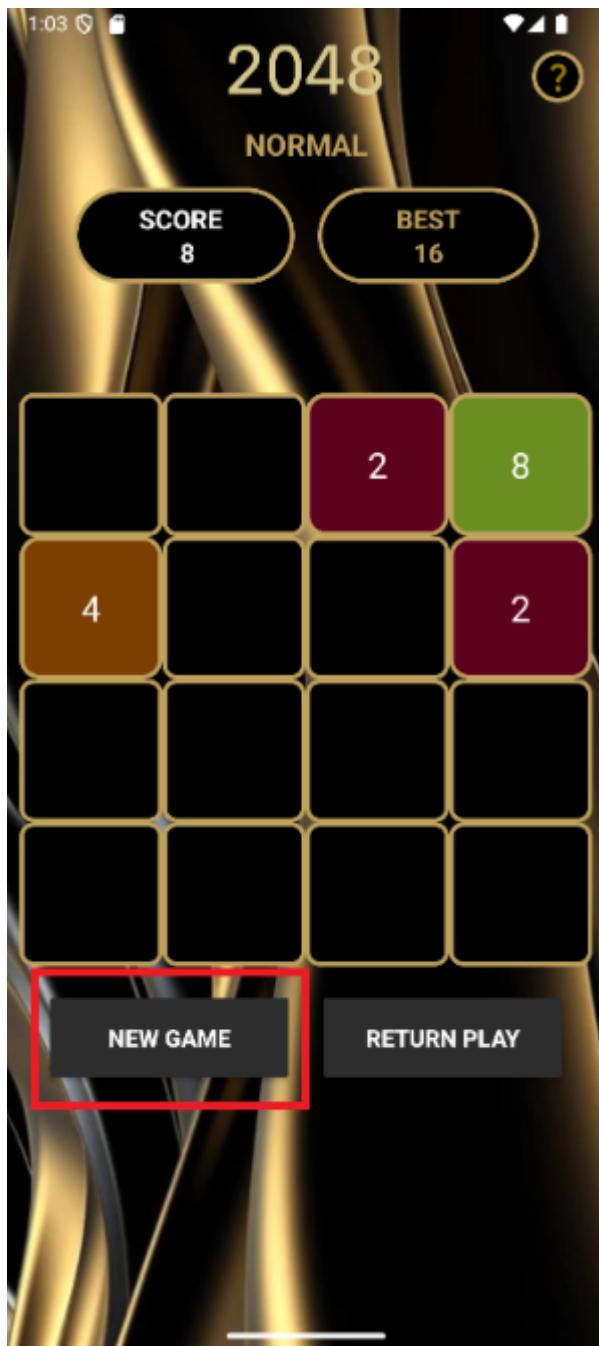
The objective is to get square 2048!
The game is lost when the board is full...

PLAY

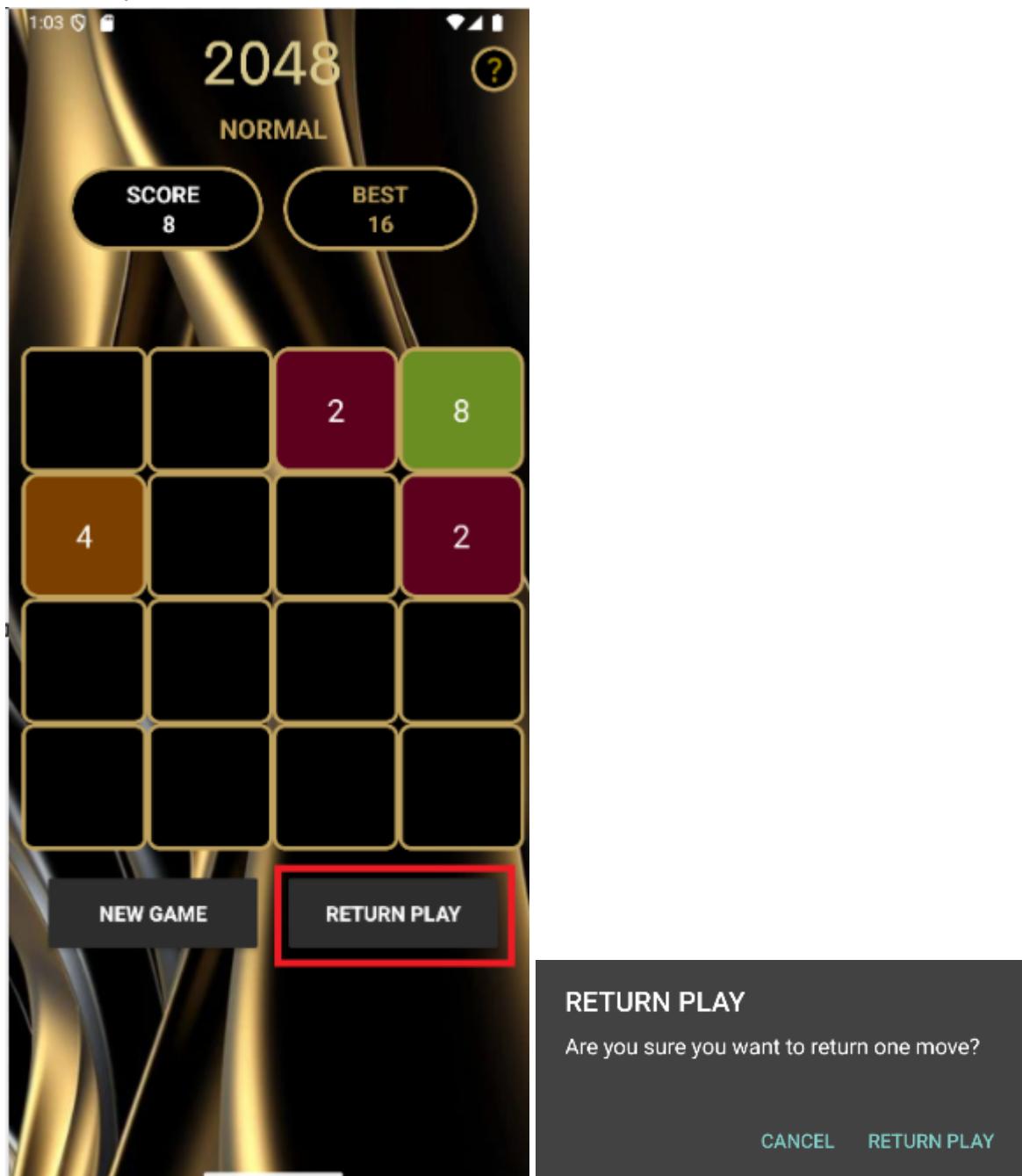
- Scores:



- New Game Button:

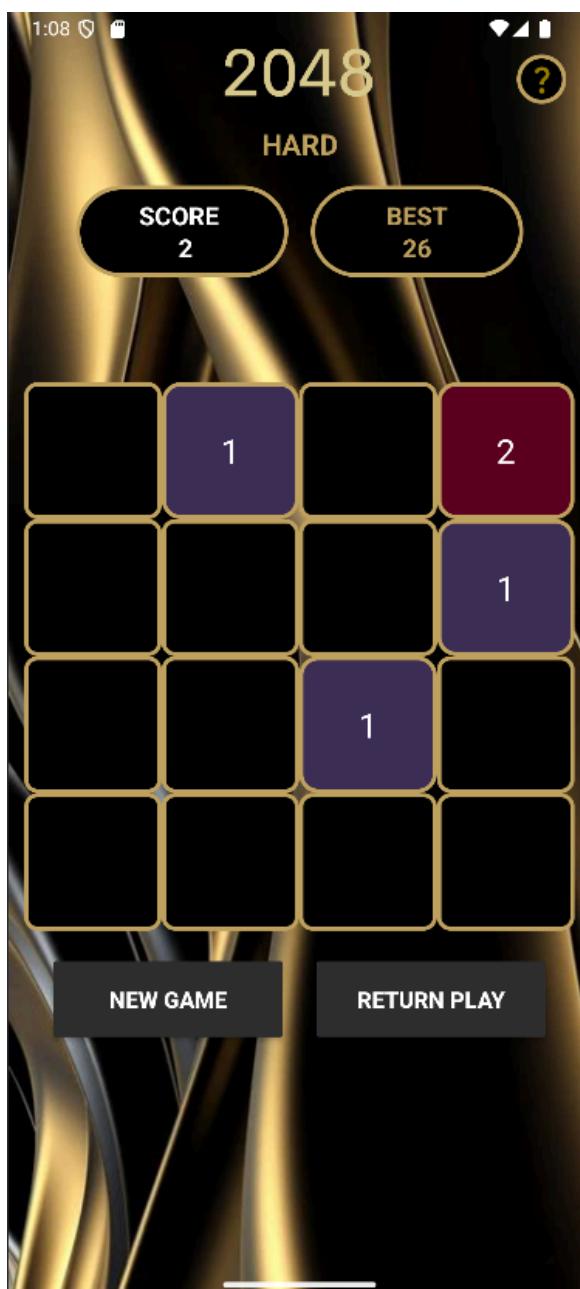


Return Play Button:



5.4. 2048 HARD LEVEL

It maintains the same functionalities as the normal level, but with an added difficulty, you start at 1!

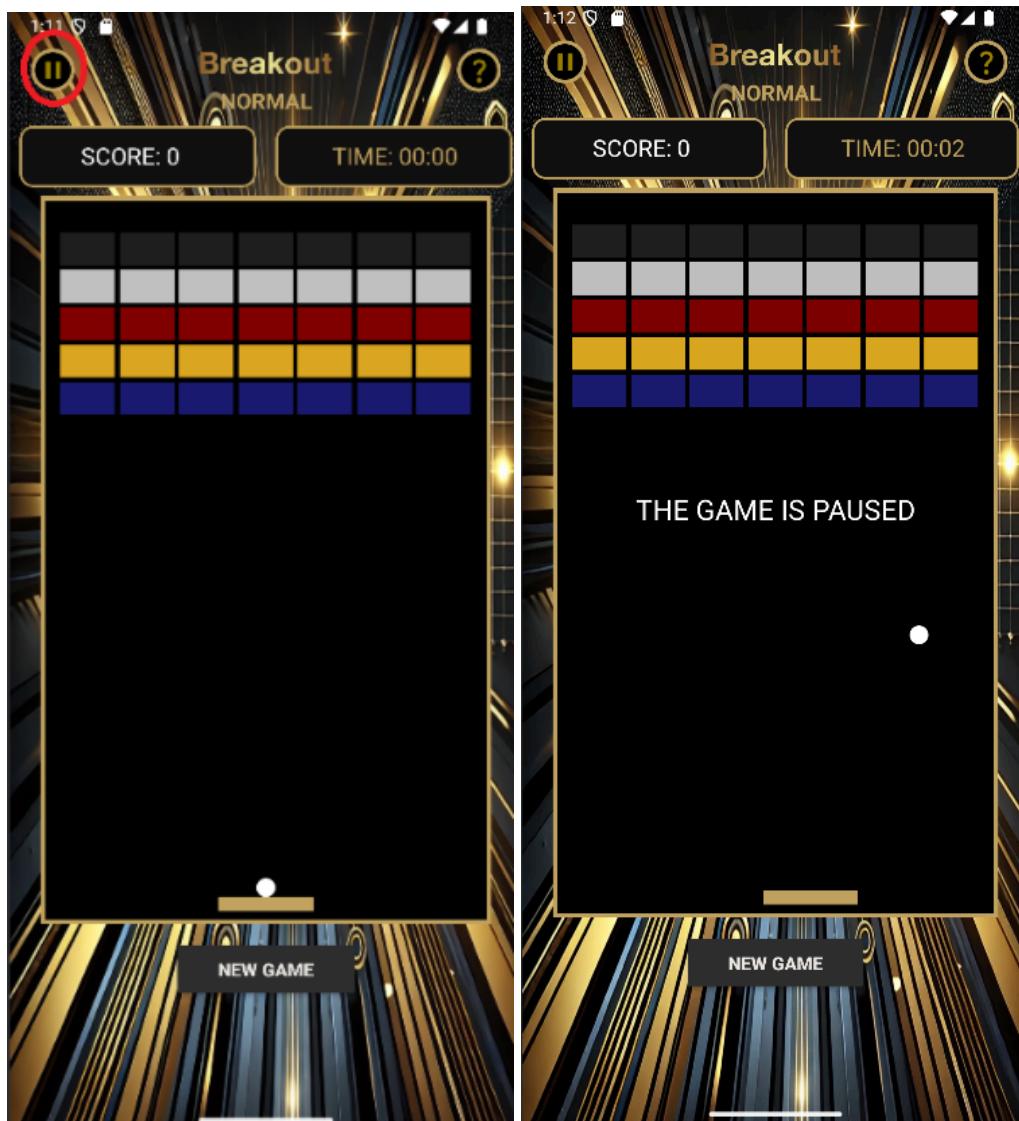


(In case you don't know how to play, the tutorial button is different for each level so you can discover how to play there!)

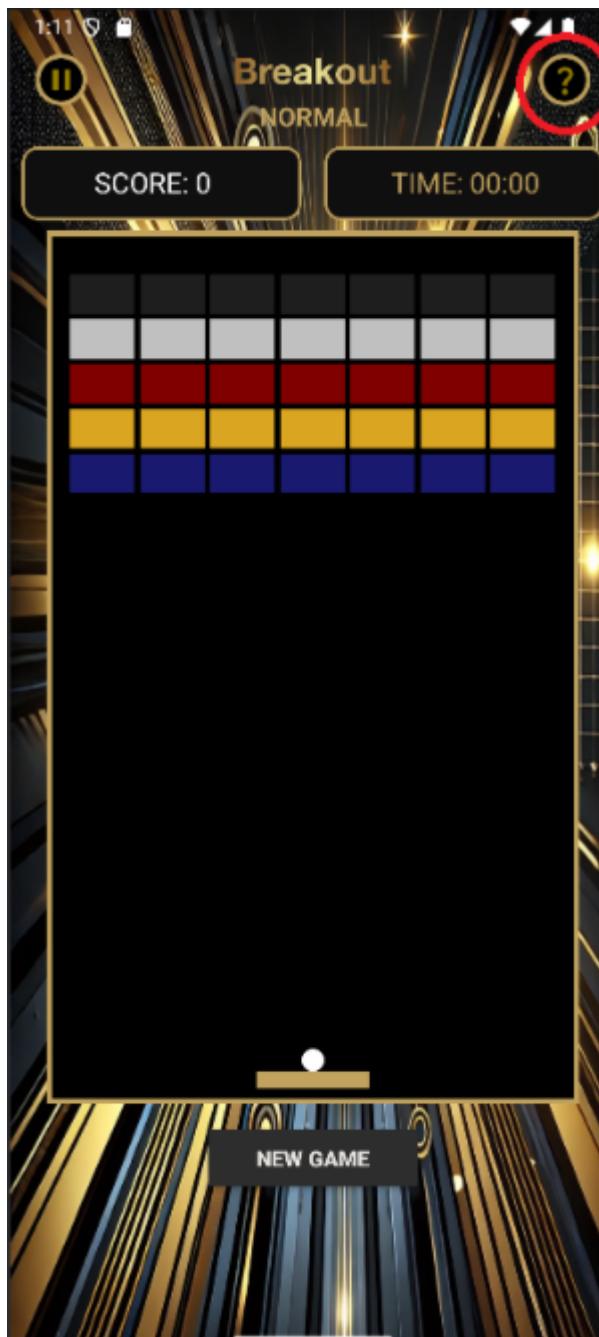
5.5. BREAKOUT NORMAL LEVEL

In this level you can play a traditional breakout game. Although, I have added some features that make it better.

-Pause/Play Button: puedes parar o reanudar la partida.



- Tutorial Button:



Tutorial

There are bricks at the top of the screen and your mission is to break them.

[SKIP](#) [NEXT](#)

Tutorial

Move the paddle at the bottom of the screen. With the paddle, hit the ball against the wall.

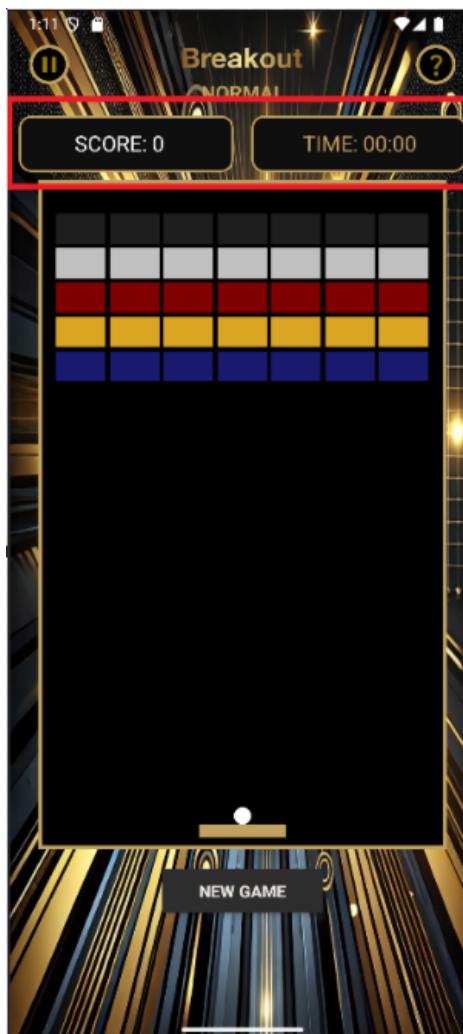
[SKIP](#) [NEXT](#)

If you destroy all the bricks you win!

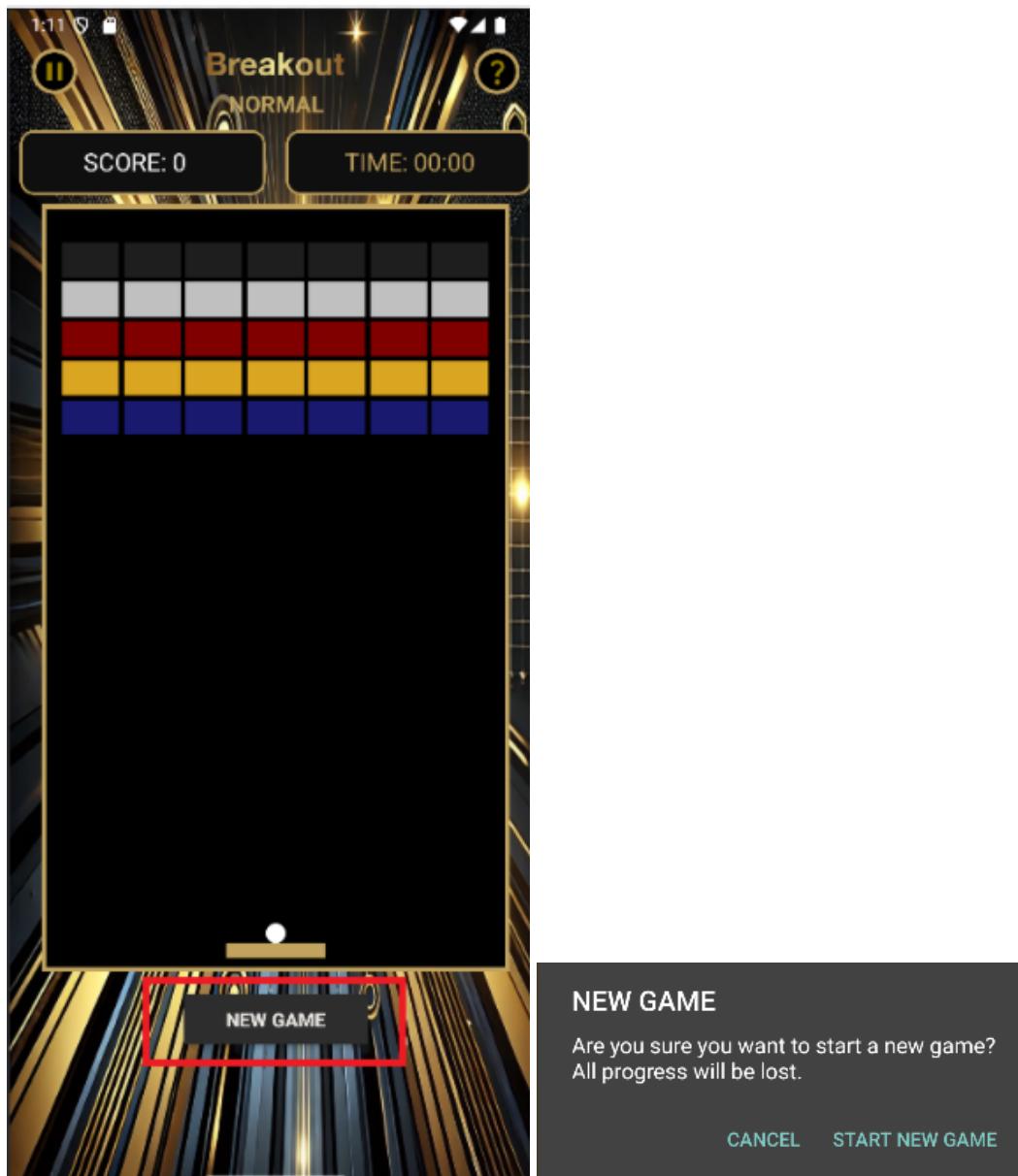
If the ball touches the bottom of the screen you lose!

[PLAY](#)

-Score and Timer:

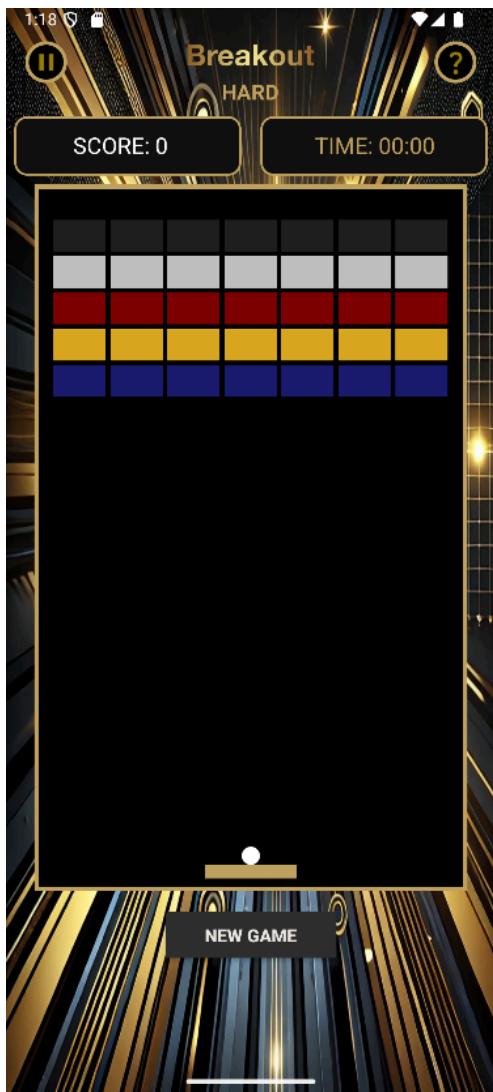


- New Game Button:



5.6. BREAKOUT HARD LEVEL

It maintains the same functionalities as the normal level, but with an added difficulty, the speed of the ball has increased by 500%!



(In case you don't know how to play, the tutorial button is different for each level so you can figure out how to play there!)

6. TO CONCLUDE

Doing this type of program with so many classes can be a little complicated to manage, but it is true that the final result is very satisfactory.

It has many functionalities that make the user very comfortable, it has simple interfaces and the same aesthetics (gold and black).

Mixing databases with programming has been a very successful idea.

It has been a complicated challenge, but carrying out programs like this strengthens you as a programmer.

7. LINK TO GITHUB:

<https://github.com/aitorbauza/gamecenteraitor.git>

