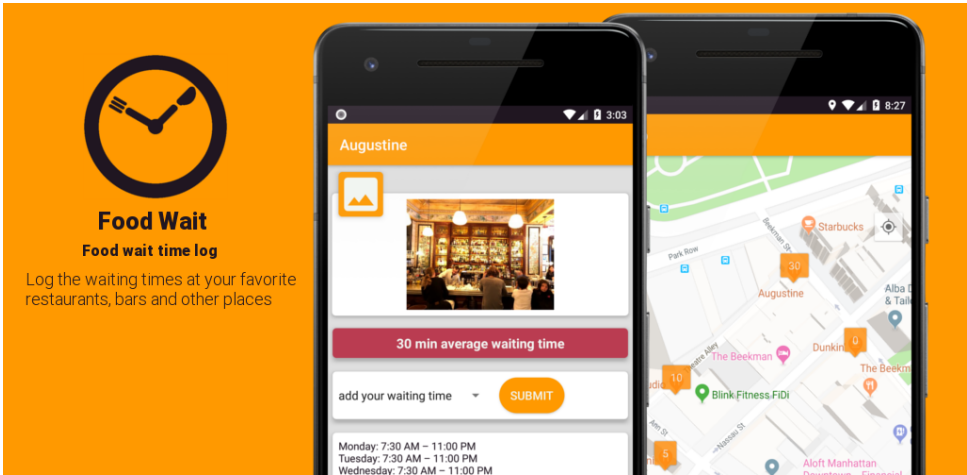


android programming

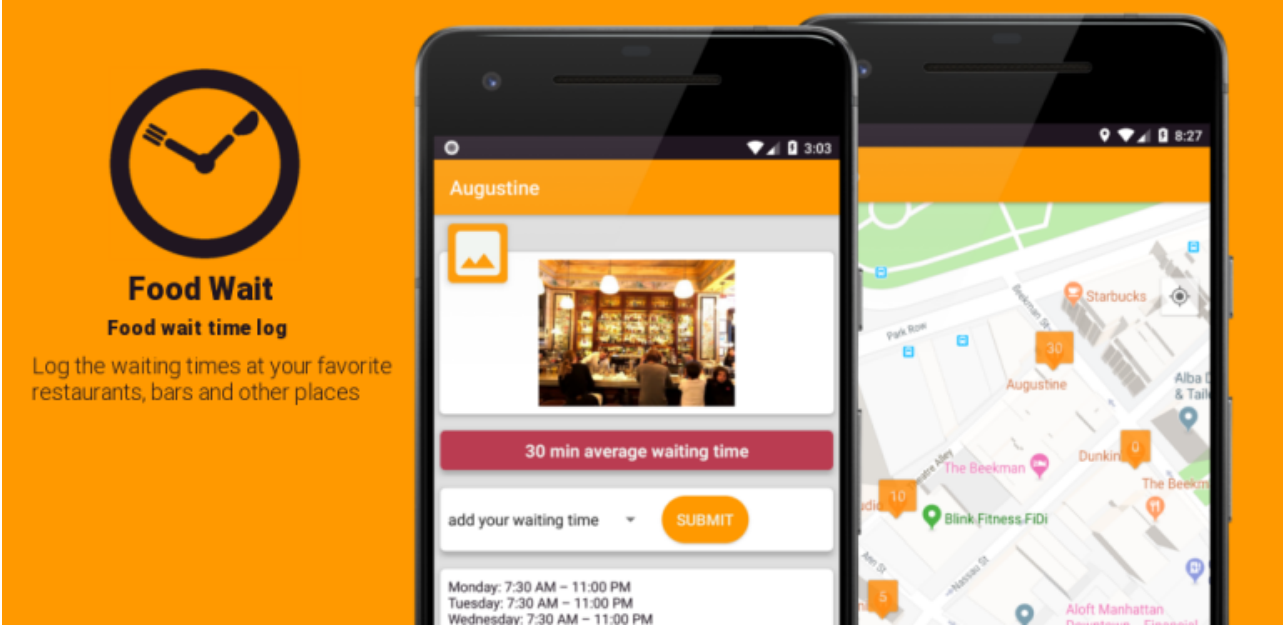
# making another app

by Alex | No Comments



While waiting for all the parts for the paintbot I wanted to make another app. This lead to the waiting time app you can download for free in the playstore: <https://play.google.com/store/apps/details?id=com.alhomegas.foodwait>

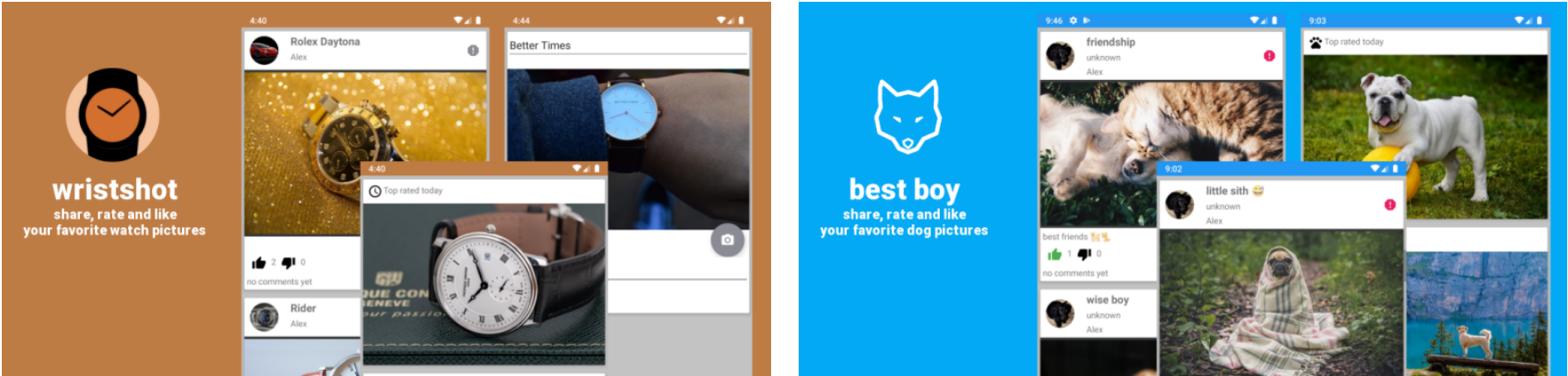
I also made my first steps in kotlin which is a pretty interesting programming language.



waiting time app

Because I had a lot of fun making the app and still haven’t received a lot of the parts I need to build the paintbot I decided to make another app but go back to Java this time. I liked kotlin but not everything is working perfectly yet in the android IDE and mixing the languages from time to time bothered me.

This time I wanted to build a app in the style of instagram and those things to get familiar with online hosting. I decided to go for an app to share watch pictures (also available for free <https://play.google.com/store/apps/details?id=com.alhomegas.wristshot>). I also used the same framework for a app for dog pictures because more people are probably interested in that (also free <https://play.google.com/store/apps/details?id=com.alhomegas.bestboy>).



wristshot and best boy app

I was a bit hooked in the programming and wanted to try how hard it is to make a game. I chose to give unity a try and started programming a little sling/jump platformer (hard to describe but you can try it for free on android: <https://play.google.com/store/apps/details?id=com.alhomegas.blockygoat>).

It was a nice to do something different and I think it didn't turn out too bad. I also experimented with the whole randomly generated approach. After making the first four or five levels by hand I was bored by that and programmed a little algorithm to generate all the other levels.



blocky goat game

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