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Assignment 3 Write Up

This assignment had many challenges that I needed to overcome. To begin with set up was a hassle. I had a lot of trouble trying to figure out how to configure the variable path names to run commands on the command prompt. Mainly getting ANT to work was hard, but then after go that down it was easy to figure the NDK. After that I tried compiling the cocos2dx helloworld program and that took forever, at the end of the process I had and error! I learned that my SDK version was 23 and I didn’t have 22 so I installed that, and then got a build tool error. Then I installed the correct build tool and that problem was resolved. Actually working with cocos2dx wasn’t that bad. I wish there were more instructions on how to use the library. I had to depend on a lot of YouTube tutorials to finish the assignment. Get sprites to show up was difficult at first but then once had a feel for it, it made more sense I could get to work more quickly. I found a lot of great images online that I used for the app, and I also know some photoshop so I was able to get the green color scheme look with that. I didn’t know any C++ so learning that was a challenge, I probably wouldn’t have had as much trouble with cocos2dx if I knew C++ better. Finally the last challenge was actually just getting an environment to work with the code. I ended up using sublime text and compiling with the cmd. And then to run the app I just copied and installed it onto one of my older android devices (moto x). The app ran fine on the phone, but I haven’t actually gotten a chance to test other resolutions so hopefully that works out.