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Petto

Description

A pet gaming app that relaxing and fun.
App will be written solely in the Java Programming Language. App will support accesibility using android:ContentDescription xml. Each app resources (color, string, theme) will stored in xml file resources (color, string & style).
Tools : Android Studio 3.4.1; Gradle 4.10
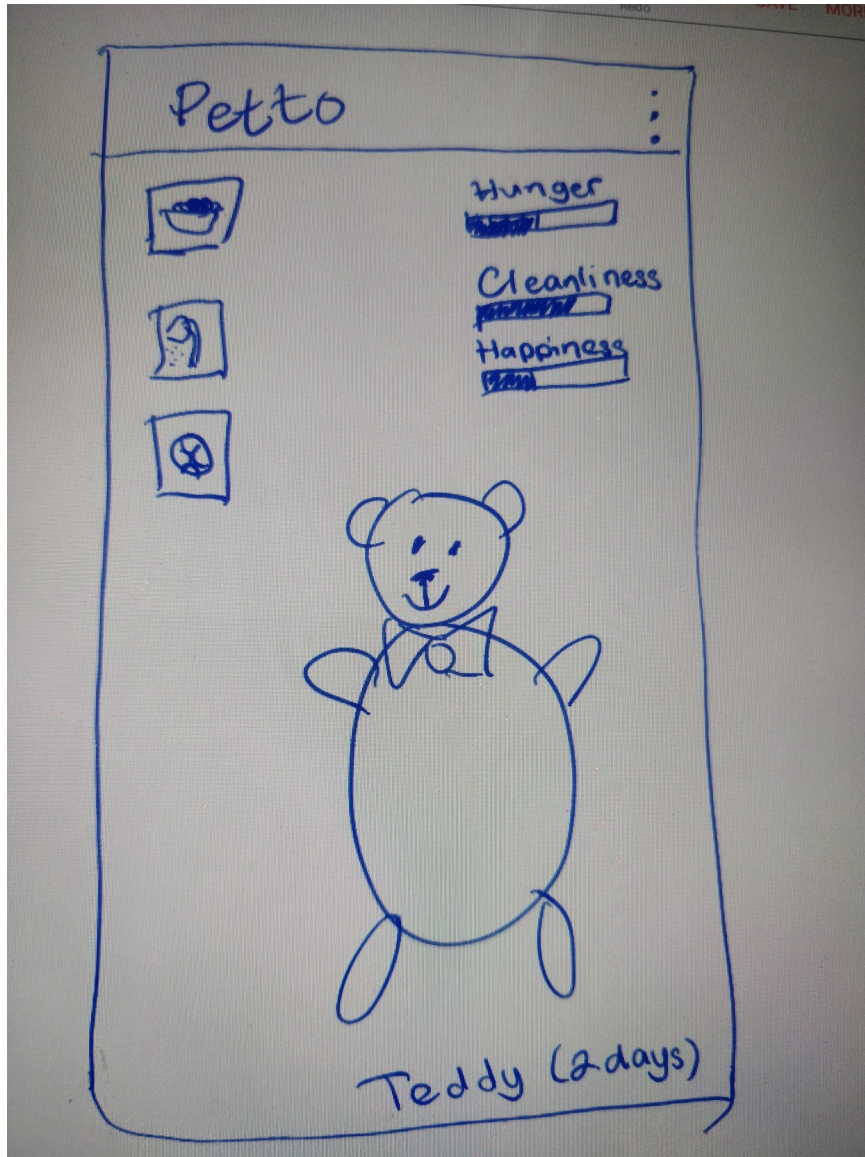
Intended User

Gamer (> 8 years old)

Features
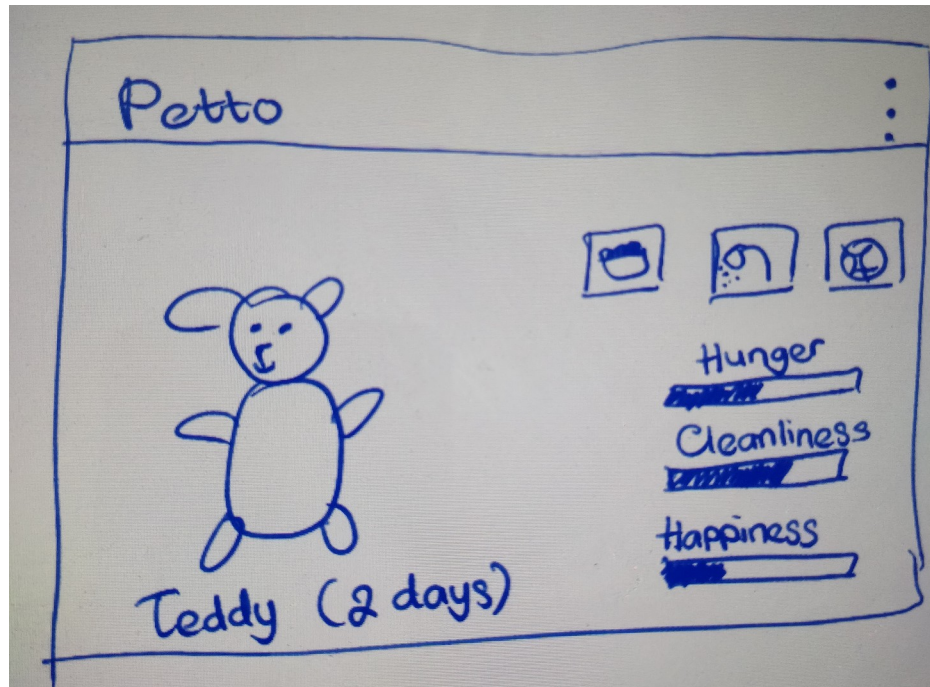
List the main features of app :
- A game that simulate pet activity
- Activity option include : feeding, bathing andd playing
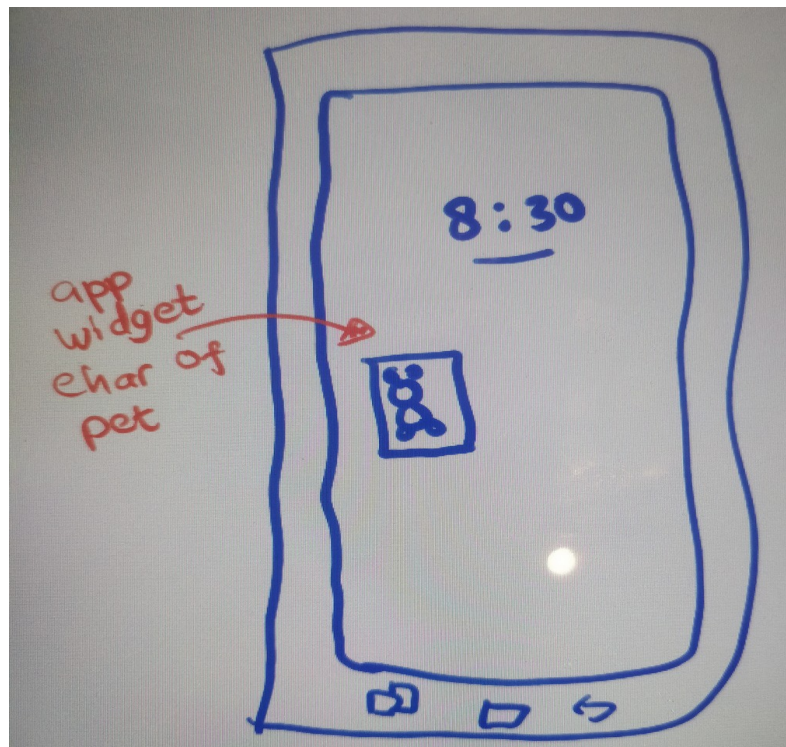- The game played offline (no internet required)

User Interface Mocks

Potrait

Landscape

App Widget

app widget char of pet

Key Considerations

How will your app handle data persistence?

Each pet will be modelled with Pet class. Pet class will have properties name, age, happiness meter, cleanliness meter and hunger meter.
Each time user create new Pet or do some action, content provider will store the Pet data.
Data will be retrieve from Content Provider using AsyncTask loader.

Describe any edge or corner cases in the UX.

N/A

Describe any libraries you'll be using and share your reasoning for including them.

Simple SQL Provider version 1.0.7: to simplify Content Provider data.

Describe how you will implement Google Play Services or other external services.

Google AdMob will be implemented on main screen

com.google.android.gms.games.snapshot will be implemented as one of the options on menu to snapshot the character and share at social media

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and break them down into tangible technical tasks that you can complete one at a time until you have a finished app.

Task 1: Project Setup

- Create background and pet character for main screen. Pet character shall be animated with two animation.
- Create Pet Class and Pet Content Provider.
- Create setting menu for pet naming option.

Task 2: Create feeding button and hungry meter bar

- Create eating animation when feeding button is clicked. And hungry meter +1 when user click the feeding button.
- Create hungry meter bar using progress bar with range 0 – 10. Hungry meter will be -1 for every 4 hour. Pet die when the meter is 0.

Task 3: Create bathing button and cleanliness meter bar
- Create bath animation when bathing button is clicked. And cleanliness meter +1 when user click the bathing button.
- Create cleanliness meter bar using progress bar with range 0 – 10. Cleanliness meter will be -1 for every 8 hour. Pet die when the meter is 0.

Task 4: Create playing button and happiness button bar

- Create playing animation when playing button is clicked. And happiness meter +1 when user click the playing button.
- Create happiness meter bar using progress bar with range 0 – 10. Happiness meter will be -1 for every 6 hour. Pet die when the meter is 0.

Task 5: Add music background
Add music background for the game.