PROJECT **4.2.2**

Erratic Movement

As provided, the code for Emu On The Loose does not handle movement seamlessly. The player character is supposed to move when the user taps an adjacent floor tile. Occasionally, the player character will move to an incorrect tile. In this project, you will figure out why the player character sometimes moves erratically and fix this behavior.

Materials

- Computer with Android™ Studio
- Android™ tablet and USB cable, or device emulator

Procedure

Part I: Discover the Issue

① On your own, open your Emu On The Loose project from Activity 4.2.1.

② Run the code on a physical device and test the movement mechanic.

③ Try to find where the problem is in the code. When you think you have an answer, consult with your instructor in private so as not to give away the answer to others.

> **Important**: Do not fix the issue yet.

Part II: Fix the Issue

④ When you have discovered the cause of the issue, your instructor will direct you to form pairs for pair programming.

⑤ Fix the erratic movement issue.

CONCLUSION

1. Describe another situation in Computer Science where the mathematics that you're learning this year would be useful.