

Programming Applications & Programming Languages

Mobile Coursework: Construct a simple Interactive Mobile App

1 Summary

This application has been constructed as a simple interactive mobile game (in Android Studio) that combines text from a decision map created (in Lucidchart) and visuals, supported by a short storyline that is set upon an explosion on a moon base due to an unknown technical failure, and follows a character with the main goal of escaping the planet.

The application is composed of a single activity consisting of dynamic views which set certain drawables and components to become visible to the user, conditionally in relation to the node being pointed to on the decision map. This allows the application to be more lightweight - requiring less activities.

Each view has been designed consistently (in Adobe XD) to ensure an intuitive experience across the application. Certain views have also been designed to be reusable in other nodes of the application, only changing certain elements of the current view to cater to the scene being presented by the relative node, by toggling the visibility of each component conditionally.

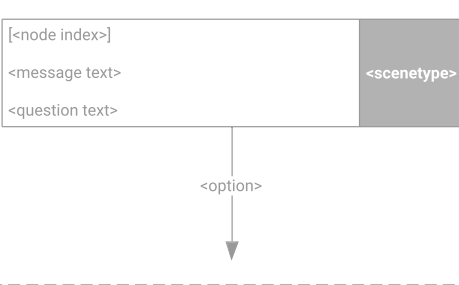
2 References

Moon Visual Images

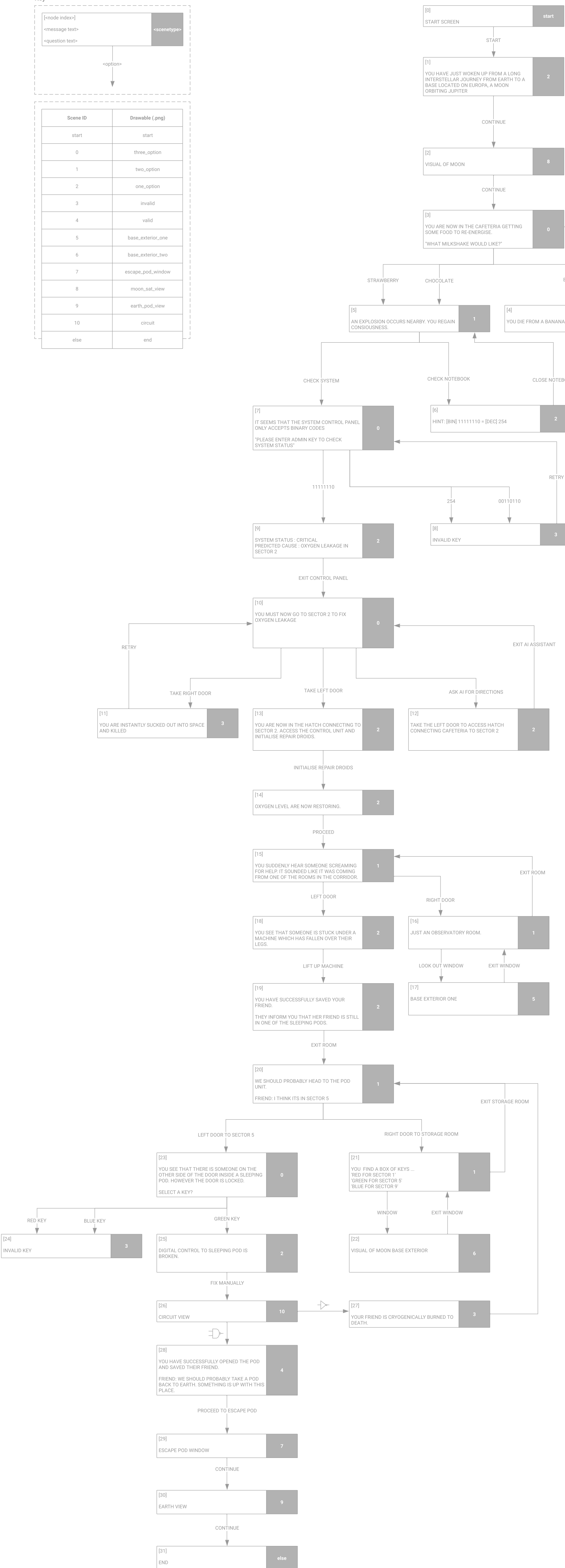
<https://www.unrealengine.com/marketplace/en-US/product/stylized-low-poly-moon-pack>

3 Decision Map

Key



Scene ID	Drawable (.png)
start	start
0	three_option
1	two_option
2	one_option
3	invalid
4	valid
5	base_exterior_one
6	base_exterior_two
7	escape_pod_window
8	moon_sat_view
9	earth_pod_view
10	circuit
else	end



Scenes

