Project Timeline

teamName.h

EC 327 - Introduction to Software Engineering

Fall 2015

11/18/2015: First Meeting

Goal: Decide what app we want to create, what general functions it should have and what it should look like.

What happened: We decided to create a game in which the user can use gravity to control a ball in order to escape from a maze. There are going to be four pages: the home-screen, a level select screen, three levels corresponding to easy, medium and hard mazes, and a final winner (or loser) screen.

11/22/2015:

Goal: Start writing the code for the GUI and fully define the functionality of each screen.

What happened: We began by determining the functionality required by the home-screen. It was decided that the home-screen should display the title of the game, cool maze graphic, and two buttons, one to start continue to the level select screen and one to exit the game entirely. We then determined that the level select should appear as a pop-up upon the press of the start button. This level select would contain three buttons each labeled with the difficulty of its associated maze. The press of any level will bring you to the corresponding maze. Next we set out to determine the layout of each maze, including all of the obstacles, the player, and the finish position. Once the mazes were defined we decided that the final screen should again be a pop-up with a message (winner or loser) and should provide a button to return you to the home-screen. Over the next week the code for all this would be generated.

11/30/2015:

Goal: Discuss how to connect the back-end with the GUI and cement the functionalities it would have to implement.

What happened: With the mazes drawn out we decided to implement them using interger lookup tables and draw them using android's View class. It was also decided the the home-screen, level select pop-up, and game-end pop-up would be implemented using android's built-in functionality for dealing with button presses. From all this the rough structure of the code was hashed out.

12/2/2015:

Goal: Test all the GIU functionality and begin writing the game logic code.

What happened: All the buttons worked well and each maze was drawn properly. We begun on writing the game logic code. This code will control the movement of the player, set the rules, check for player deaths, and winning the game.

12/8/2015:

Goal: First test. Debug the code.

What happened: The gravity controlled movement functions are not working at all because the gravity sensors were not implemented properly. We tried to use “log.d” to check if certainly functions were called, but “log.d” function was not very helpful. We then tried to hard code in moving downward for all conditions to see whether it is the problem with moving or it is the problem with sensing. We confirmed moving functionality was working, but sensor was not. After doing much researching online, with many trials, we finally succeeded in making sensor to work, and we finally finished building the app.

12/9/2015:

Goal: Adding new features. Wrapping up and finish everything.

What happened: We added new features to our game including replacing the ball with a picture of a rocket which can change direction when it is moving. We also adjusted gravity detection and acceleration parameters to make the game run more smoothly. Last but not least, we documented our project well including project timeline, statement of work, powerpoint, and the youtube video.