

Assignment 1

Software Construction

Name: Muhammad Umer Javaid

Class: Bese 5a

Reg : 111238

Introduction:

This assignment is an android based game “Snake and ladders”

I used android canvas to draw the 10x10 grid and perform calculations to move player and computer.

Learning Experience :

This was my first experience with android development and I introduced myself with GUI designing using Canvas and problem solving techniques to solve the given problem.

How To run:

Just Install apk file in android 5.0+ and start the application.

When you tap on screen a random number will be generated between 1-6 and based on that you scores will be updated.

After that computer does the same thing and update its location.

In the end whoever reaches 100 first is declared as the winner of current level.

Git Repo: <https://github.com/Omerjavaid/snake.git>

Screen Shots:

