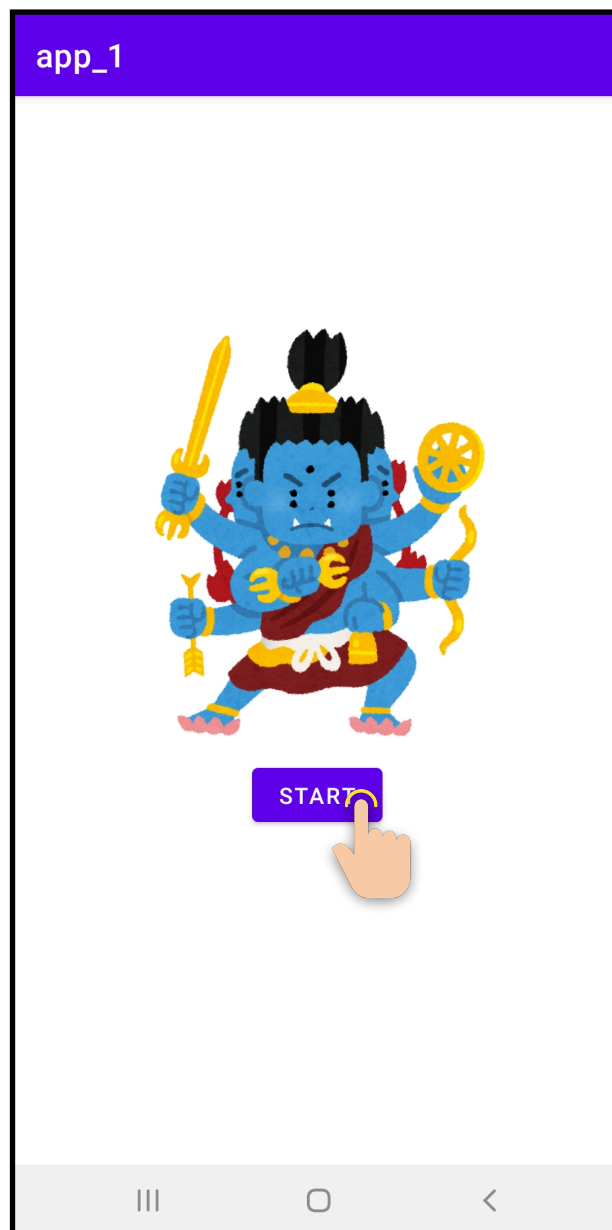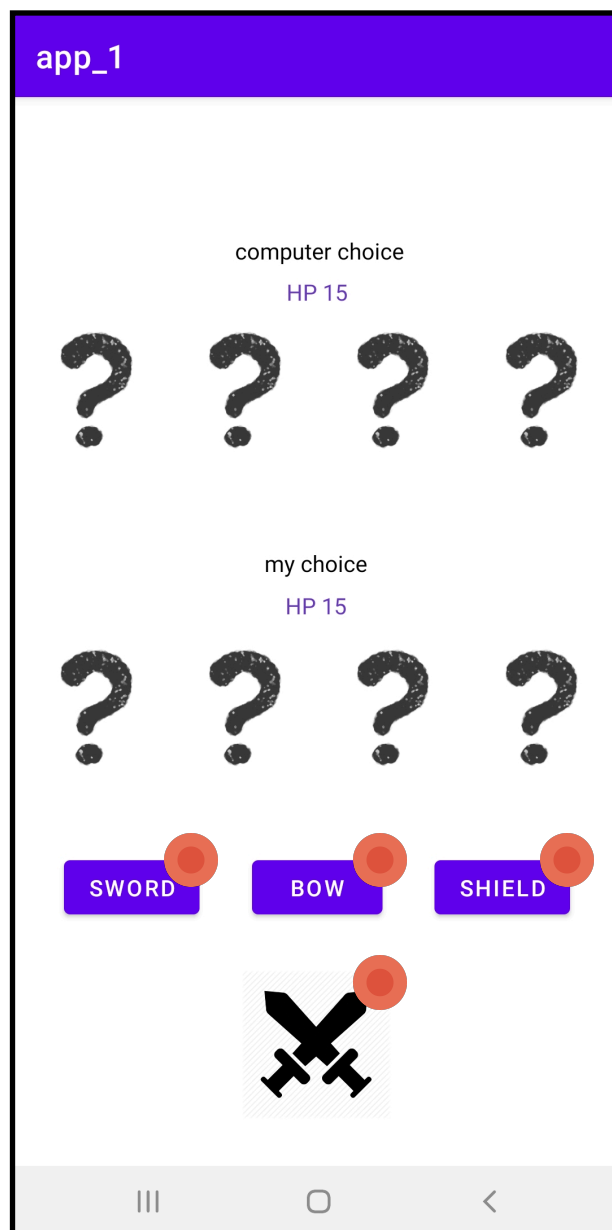# Report on SM 3607 assignment 1

Motivation

In this development of application, supporting single-touch interaction and creating multiple activities are the major concerns. Inspired by game strategies of "Rock Paper Scissors" game, I decided to make a simple puzzle game. It, therefore, is a simultaneous game where players do their decisions and actions at the same time. In spite of the uninformed move in each decisions, the game delays the damage judgement to every 4 moves, providing more information to act on in each move. So, unlike the random selection method in "Rock Paper Scissors", the game requires more predictions and recognitions of the opponent's behaviour.
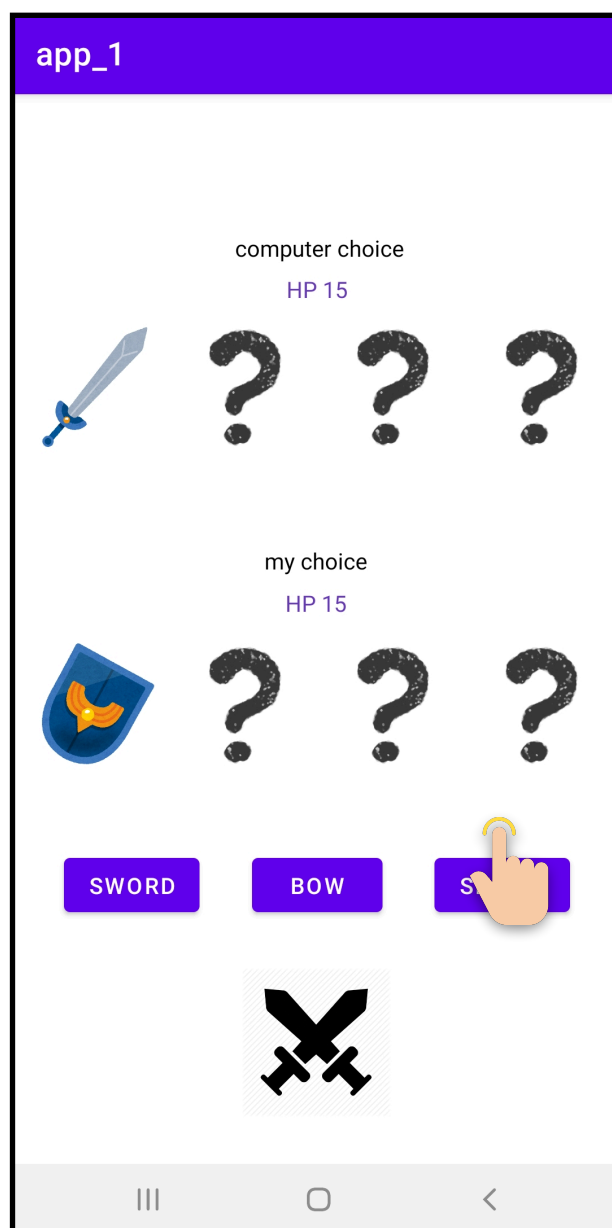
How-to-Use

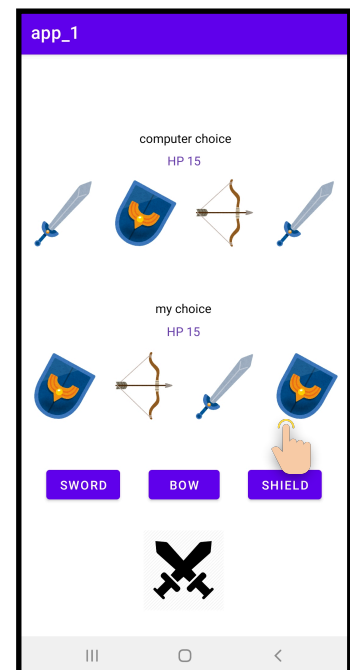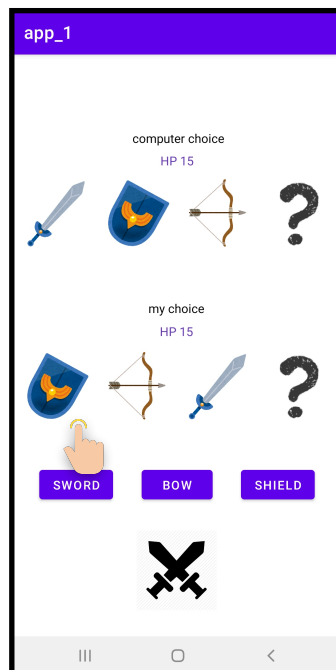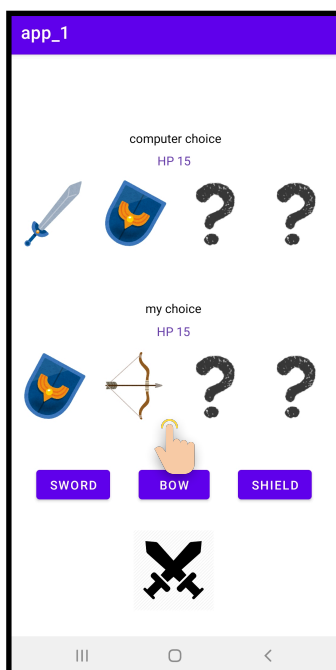1. Press start in the home page to start the game.

2. There are 4 buttons users can interact with: The first row contains 3 weapon buttons. The second row contains 1 battle button.

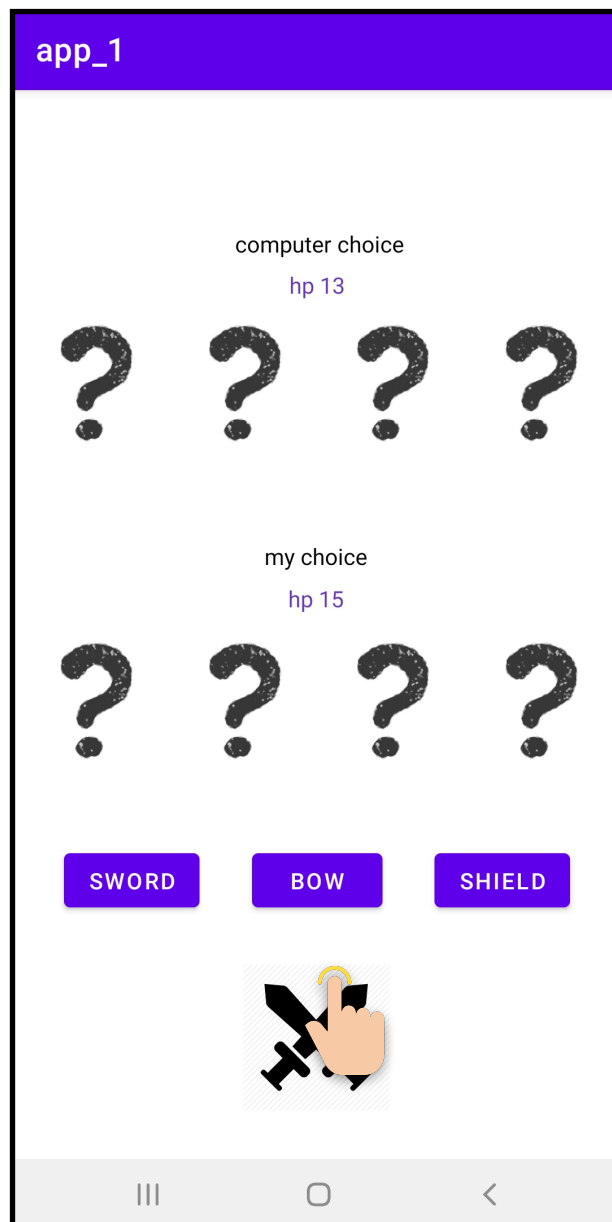3. At the beginning of game, players and computer both have 15 health.

4. In each turn, players can input a combination of 4 weapons. Every time player inputs a weapon into their row, the computer will also random assign a weapon into its own row while the choices will be shown with images at the area of "my choice" and "computer choice".
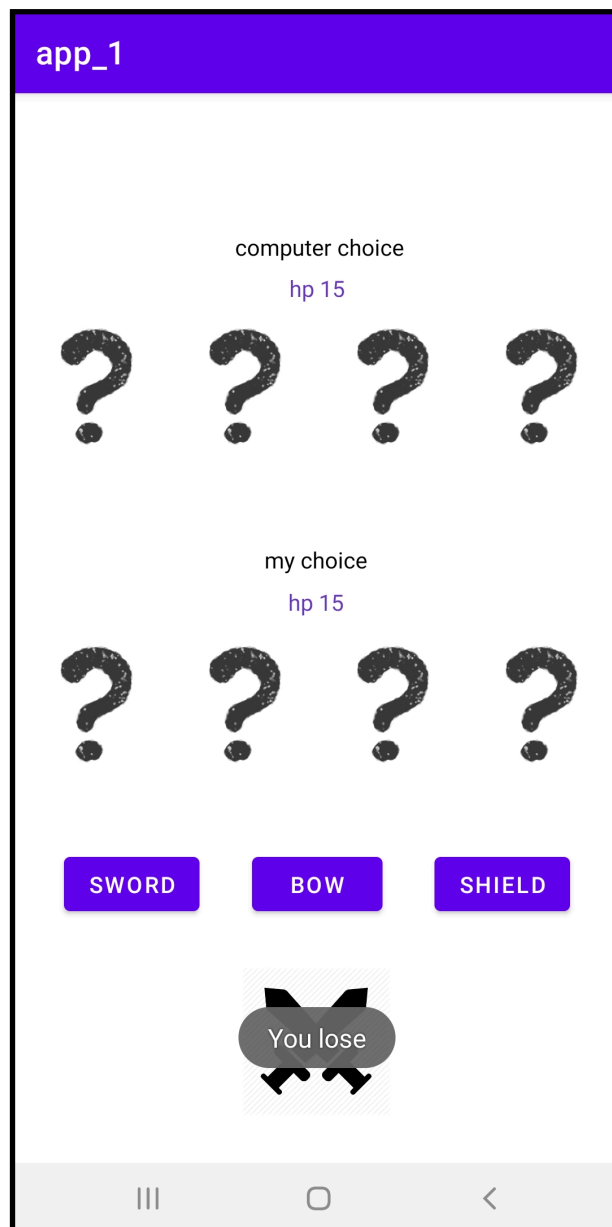
5. Player can then do the decision (assigning for the next weapon choice) according to the computer previous decision.

6. After assigning 4 weapons into the row, players can press the "battle" button and execute the damage judgement.

7. The health value of computer and player will be updated.

8. The choice rows will be cleared.

9. Players can repeat steps from 4 until the health value in one side is dropped to zero.

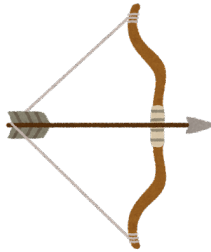10. The one with the zero health will lose the game.

Attributes of Weapons:

Sword

Can deal 2 damage if there is no shield.

bow

Can deal 1 damage if there is no shield.

Can destroy 1 shield if there is/are shield(s).

shield

Can block all the attacks from sword(s).

References

Image

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