COMPX202 Assignment8 Documentation

**Authors**

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**Project Name**

Rolling Ball

**Software Methodology**

Iterative and incremental approach

**Initial Backlogs**

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| --- | --- | --- | --- |
| Task ID | Description | Author | ETA |
| 1 | Game Design & Interface Design | Jiang | 1 Day |
| 2 | App Icon Design & Setting | Huang | 1 Day |
| 3 | Activity layouts and skipping | Huang | 2 Day |
| 4 | Main Game Play | Jiang | 5 Day |
| 5 | Scoring System | Huang | 3 Day |

**Recordings**

Task 1

This task is firstly going to design the whole game, together with the wireframe interface design and using flow. In detail, the game design includes how three activities jumping to each other by tapping the icons in it, how obstacles will affect the ball movement, how the score will be calculated, when the single play, etc.

Task 2

This task is responsible for designing the app icon and setting the icon file directly to the project. Besides, some functional icons (e.g., back and replay) should be prepared and well referenced in this task.

Task 3

This task is responsible for layouting the three activities mainly by modifying XML files. Besides, some jumping functionalists(e.g., tap back icon will bring to the start activity) should be done by adding some click or touch event handlers to implement the whole app using flow.

Task 4

This task will mainly focus on redrawing all the objects in the canvas view to show the game play after user throwing the ball, including ball accelerated and rebound movements. Also how the current play starts and ends need to be done.

Task 5

This task is responsible for implementing the score system according to the game play in Task 4, those score should be stored in local variables, top 5 scores should be shown in the score activities after tapping the score icon with player name, score, rank, etc.

**References**