1.0- Capstone Project – Flight Centre Mobile Trivia Game (Android Studio)

Task: Incorporate an 'easter egg' into the Flight Centre Mobile Application.

Project Overview: In my final year of university for the capstone project myself and three team members were tasked with implementing an 'easter egg' into the existing Flight Centre mobile application. We created a 5-question trivia game, which users had to find the triggers to cause the questions to appear. Upon answering the 5 questions correctly the user would be rewarded with a Flight Centre gift voucher.

My Role: I was tasked with the design and implementation of the questions database, I also created the functionality for the trivia game.
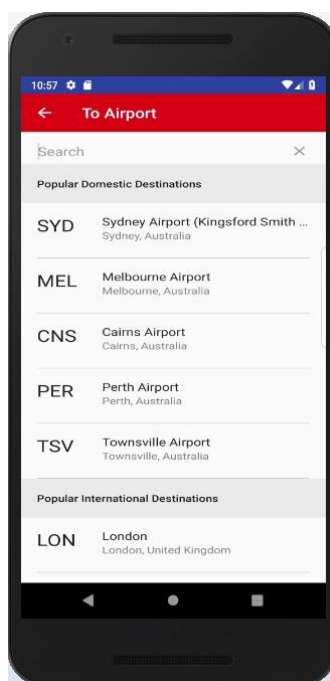
My Tasks:

- Create Database (Excel → SQLite)
- Integrate Database
- Handle Interactions
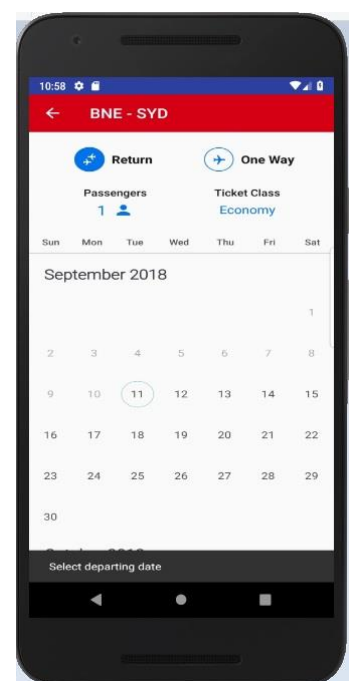- Create 'Question' Class
- Develop game functionalities

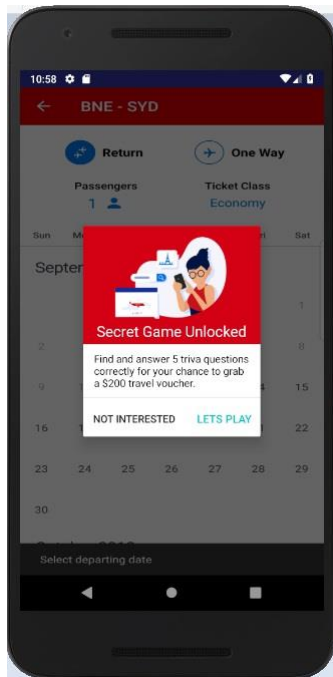**Application Screenshots:**
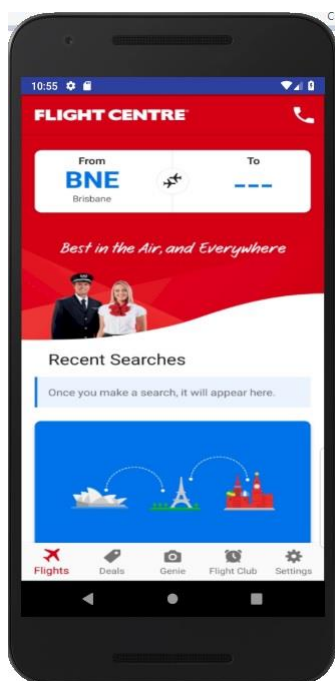
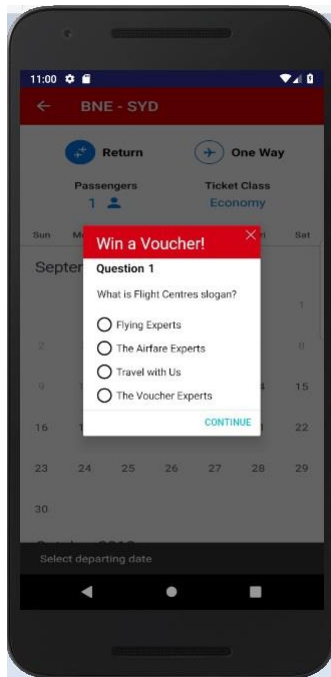
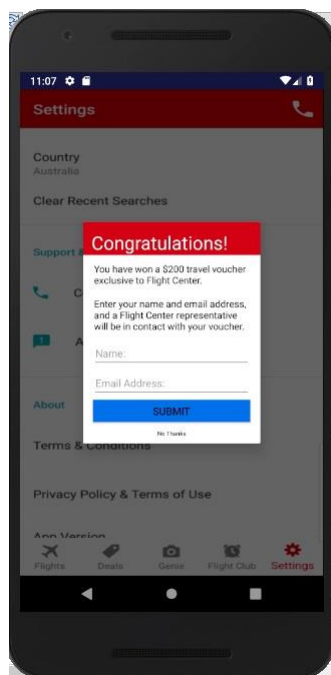
Flights Tab

To Airport

BNE-SYD

First Trigger

Question 1

Question Correct

Congratulations

2.0- Personal Project – MixBuddy (Android Studio)

Task: Create an app to help musicians and DJ's mix in key.

Project Overview: I have created an android application to show musicians and DJ's which next potential keys are available from a selected key. I have also implemented a Beats Per Minute (BPM) Counter. Please note the 'Type' button will change the key signatures into Camelot Mixing format when the feature has been implemented.
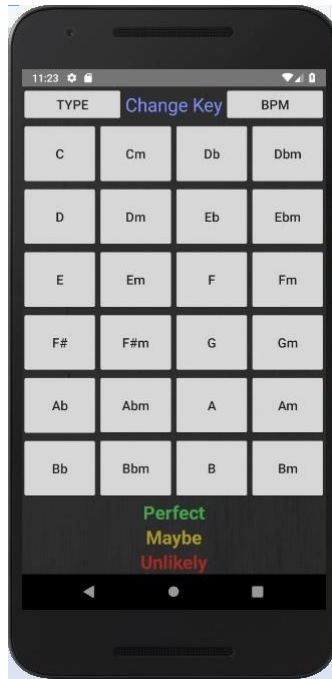
Noteworthy Techniques Used:

- Android Constraint Layout
- OnClickListener()
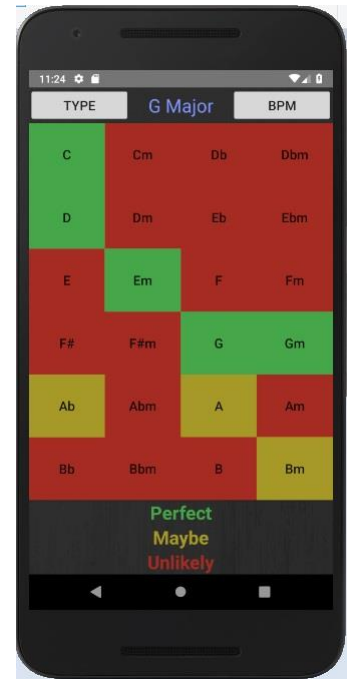- ArrayList()
- System.nanoTime()

Application Screenshots:

Splash Screen

Main Screen

G Major

BPM Counter

3.0- Personal Project – LifeTrack (Android Studio)

Task: Create an app to track Magic the Gathering life totals for 'standard' and 'commander' game formats.

Project Overview: I have created an android application to track the life totals for up to 6 players. The user selects what game mode they would like to play and how many players. From this a custom adapter is used to show an interactable row element for each player. The user can then change the name of the player using the text box and change their respective life totals using the '+' and '-' buttons.
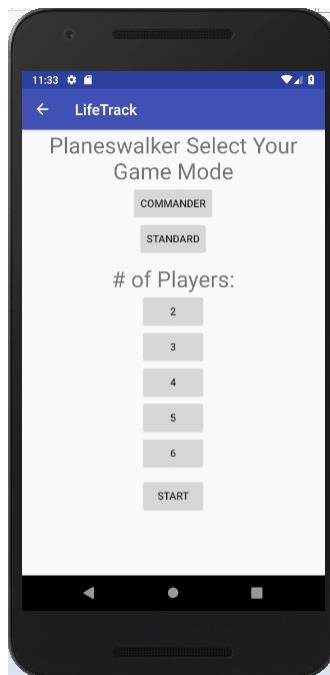
Noteworthy Techniques Used:

- Relative Layout
- Linear Layout
- CustomAdapter() / ArrayAdapter()
- OnClickListener()

- Intent()
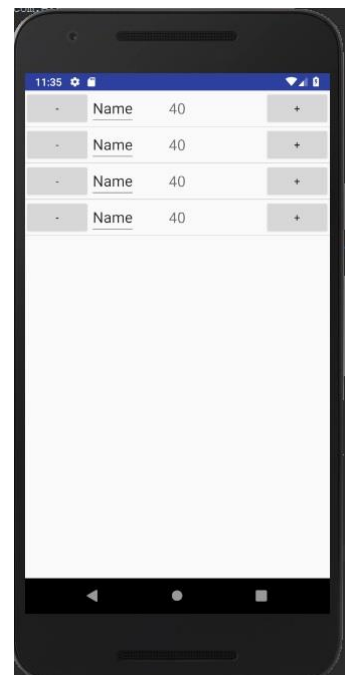- Custom Class 'LifeTotalHolder()'
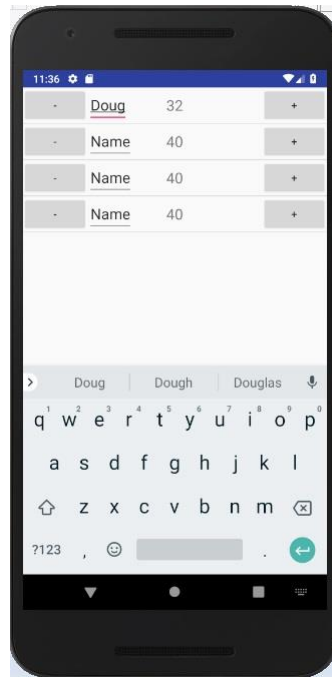- Custom Class 'Player()'

Application Screenshots:

Splash Screen

Select Game Mode

Custom Adapter

Button Interations