Rowan Academy of Mobile Programming

RAMP

Mole Mash Game

Mole Mash Game Description

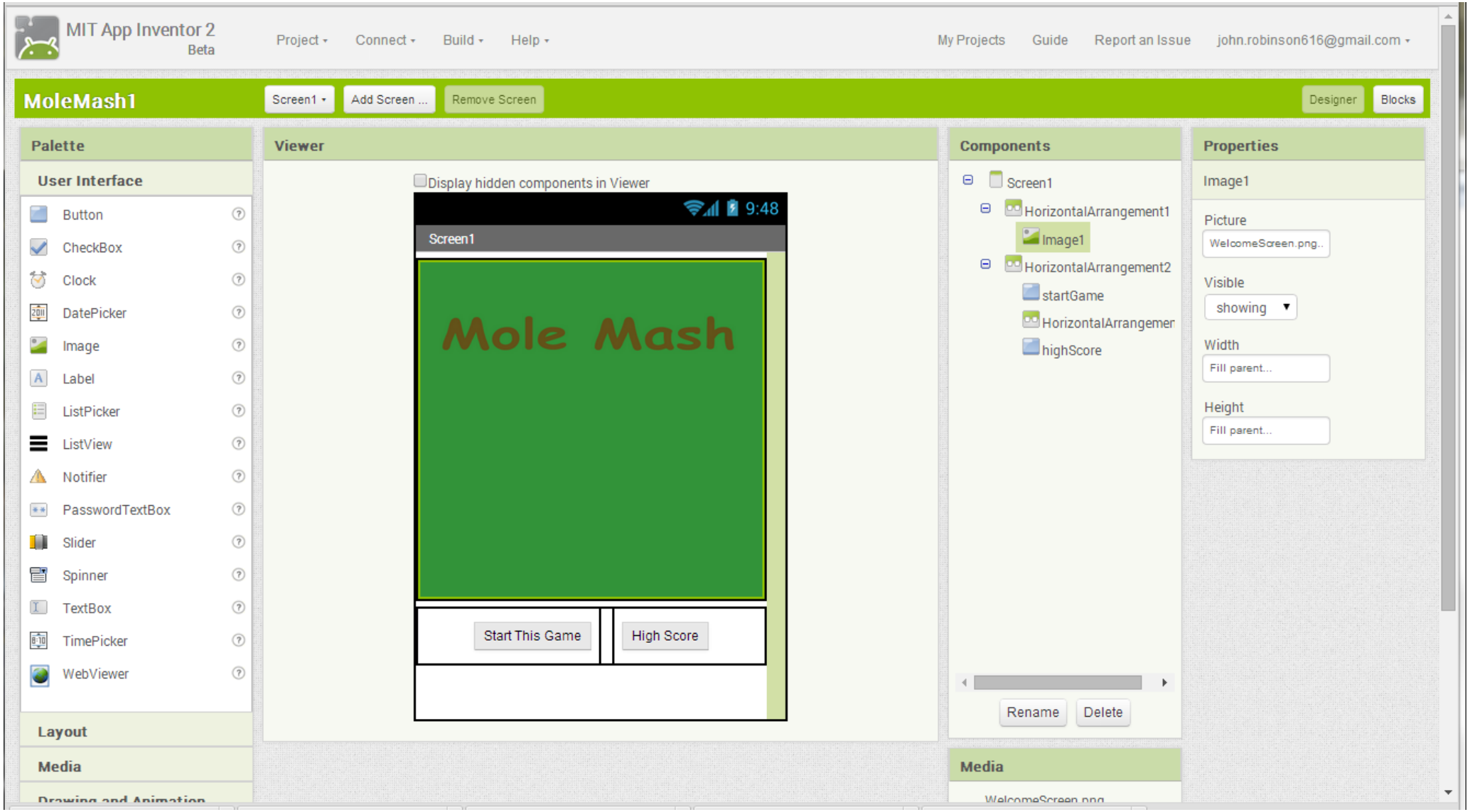
In our version of whack a mole, you will have thirty seconds to try and get the highest score you can. If your total score after the thirty seconds is high enough, you will be able to collect bonus points by shaking your device! Final Scores are then displayed on another we will call the ScoreScreen. On the ScoreScreen page, the high score is displayed along with the score from the previous game.

Android & Computer Science Concepts Covered in Mole Mash Game

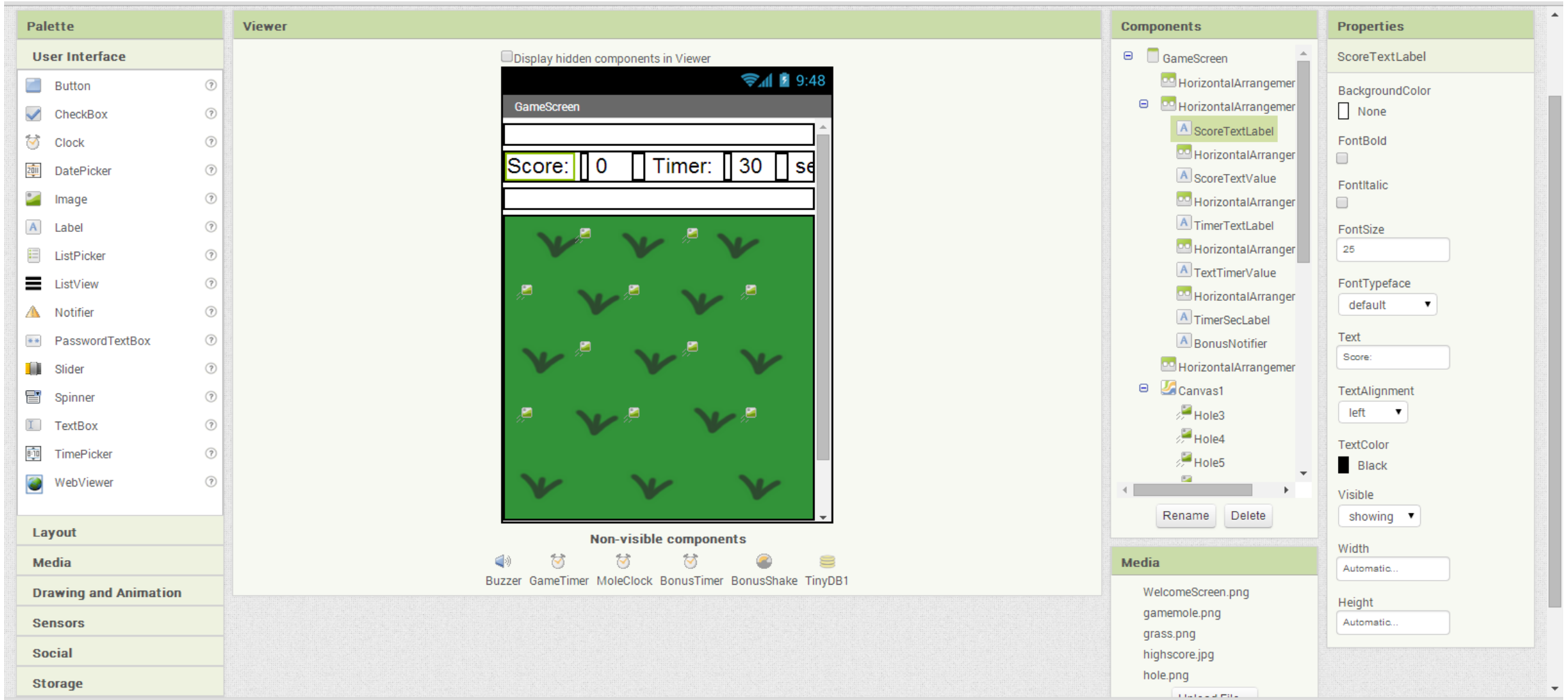
This Android App will include the following Computer Science concepts and Android principles:

- The Android accelerometer sensor
- Android event handling
- How conditional and control statements are used
- Data structures and Abstractions
- Parameter passing and Data Storage
- High level languages translated into low level languages.

Screen 1

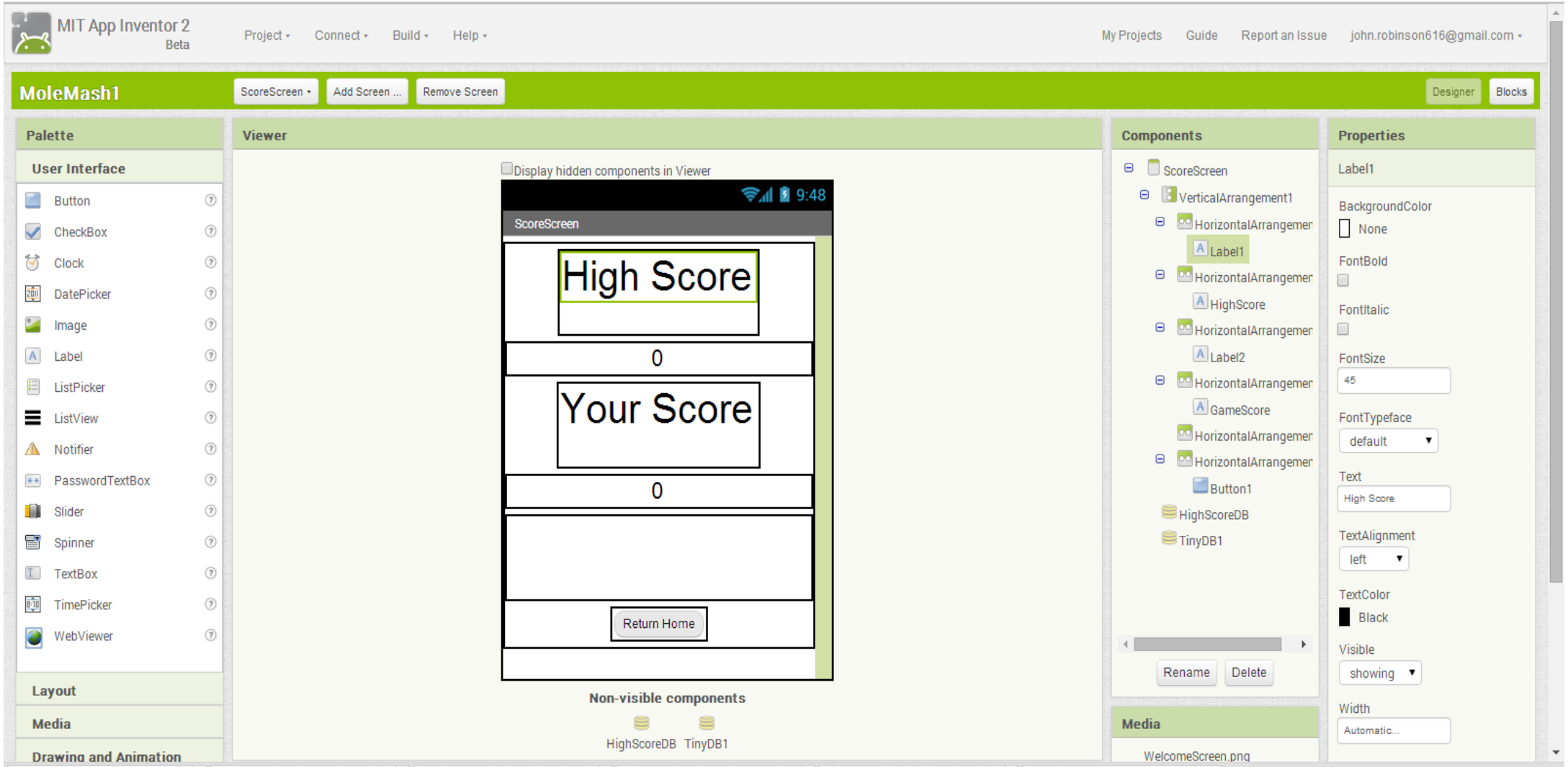

MIT App Inventor 2
Beta
Project
Connect
Build
Help
My Projects
Guide
Report an Issue
john.robinson616@gmail.com
MoleMash1
Screen1
Add Screen ...
Remove Screen
Designer
Blocks
Palette
User Interface
Button
CheckBox
Clock
DatePicker
Image
Label
ListPicker
ListView
Notifier
PasswordTextBox
Slider
Spinner
TextBox
TimePicker
WebViewer
Layout
Media
Viewer
Display hidden components in Viewer
9:48
Screen1
Mole Mash
Start This Game
High Score
Components
Screen1
HorizontalArrangement1
Image1
HorizontalArrangement2
startGame
HorizontalArrangemer
highScore
Rename
Delete
Media
Properties
Image1
Picture
WelcomeScreen.png..
Visible
showing
Width
Fill parent...
Height
Fill parent...

Game Screen top

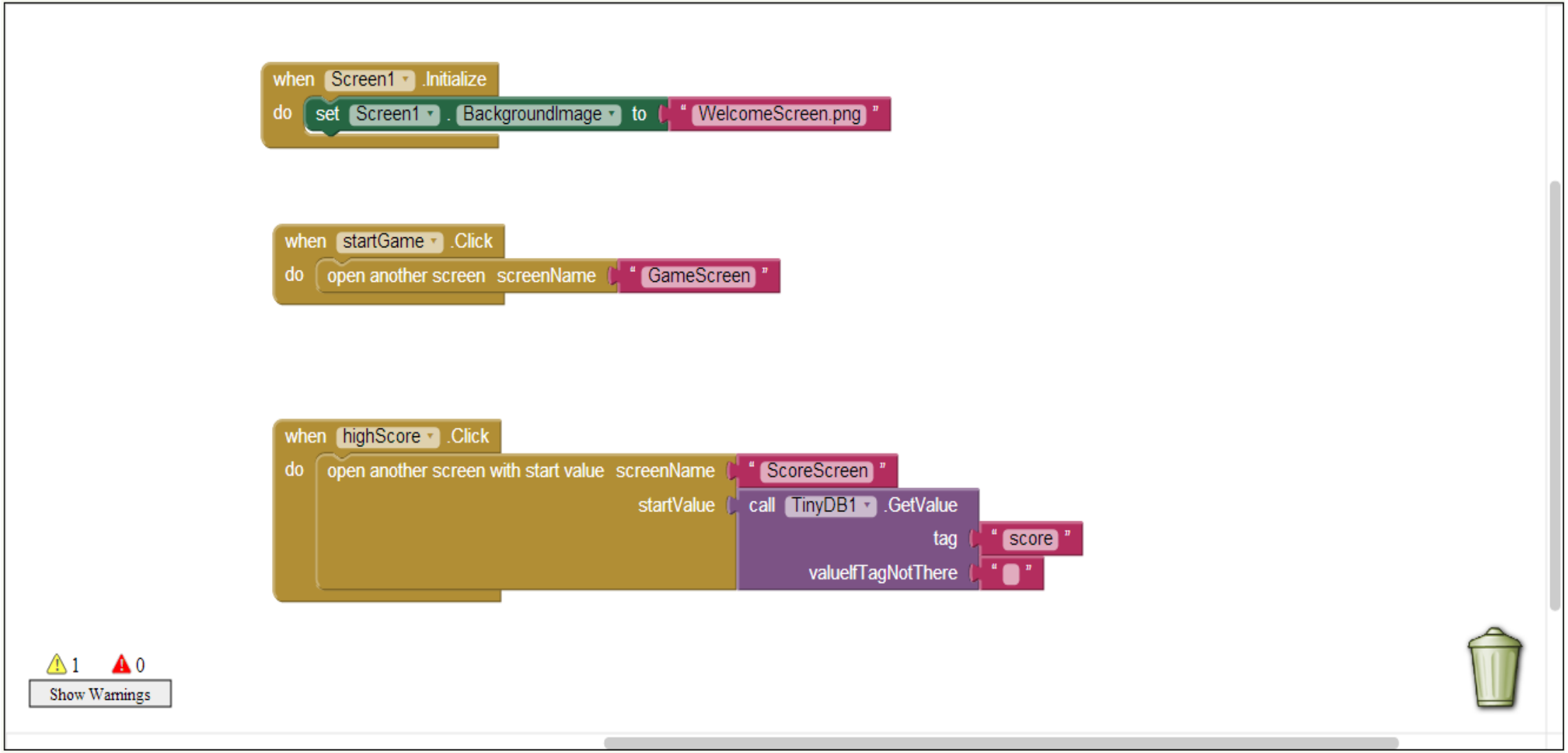


Game Screen bottom

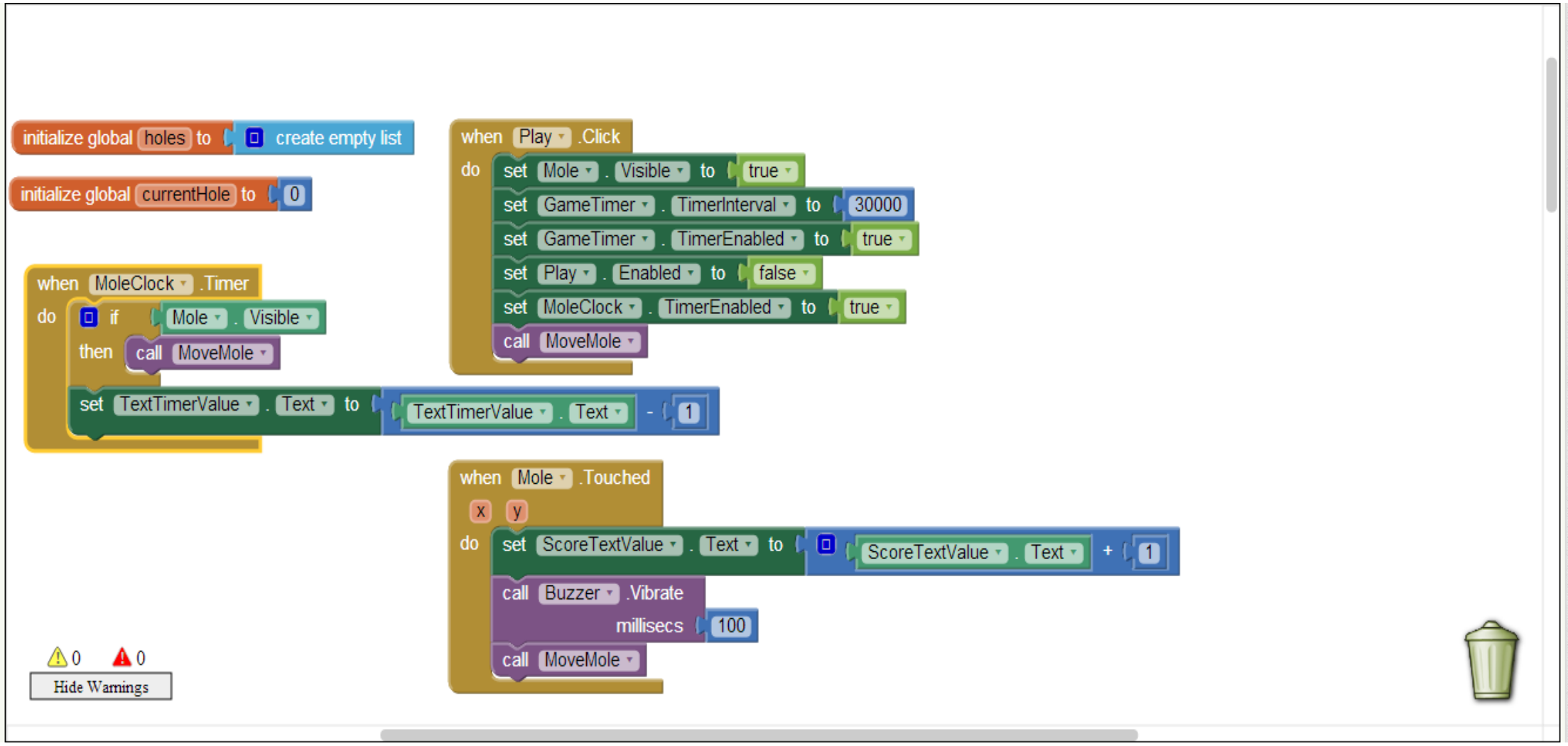
Score Screen



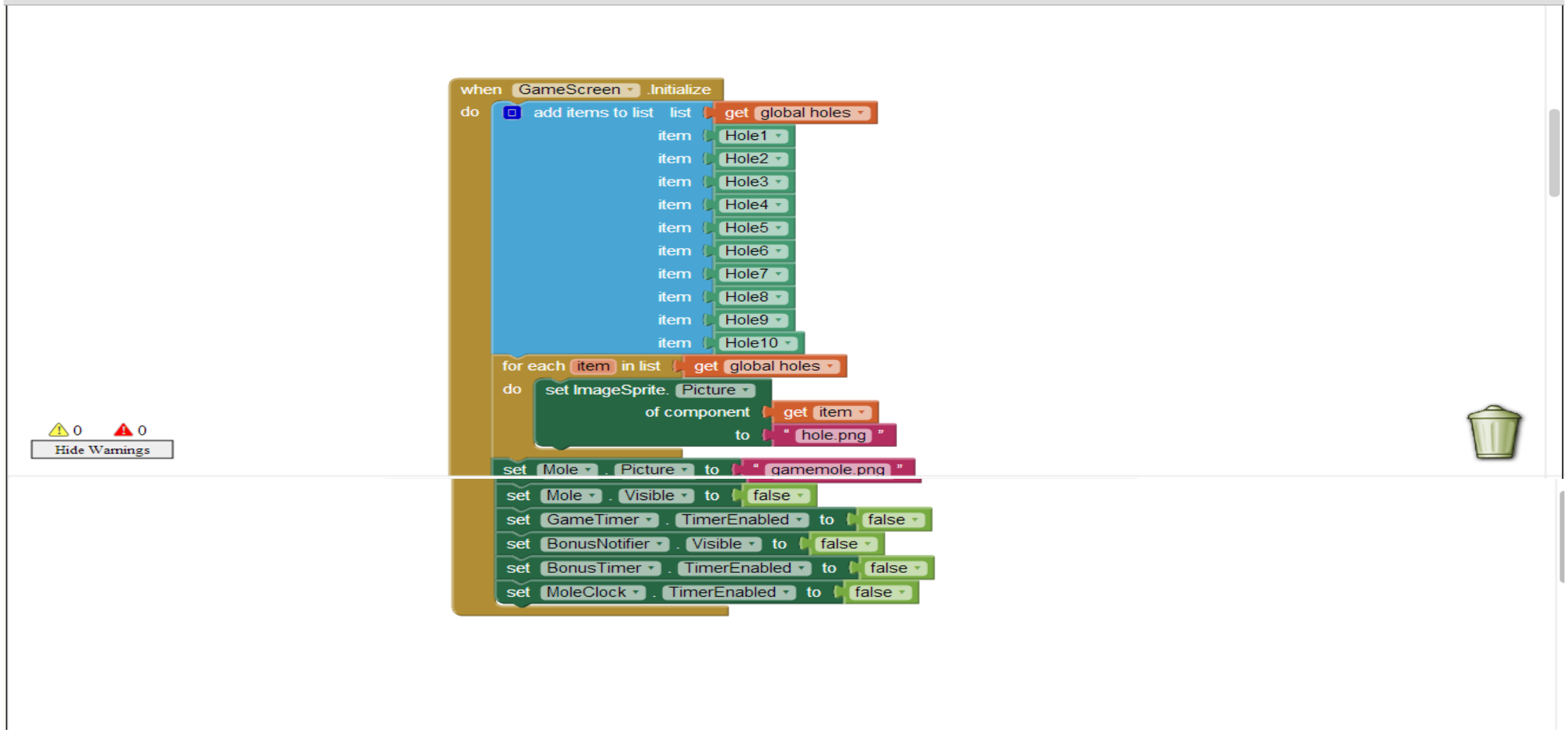
Screen 1 Logic



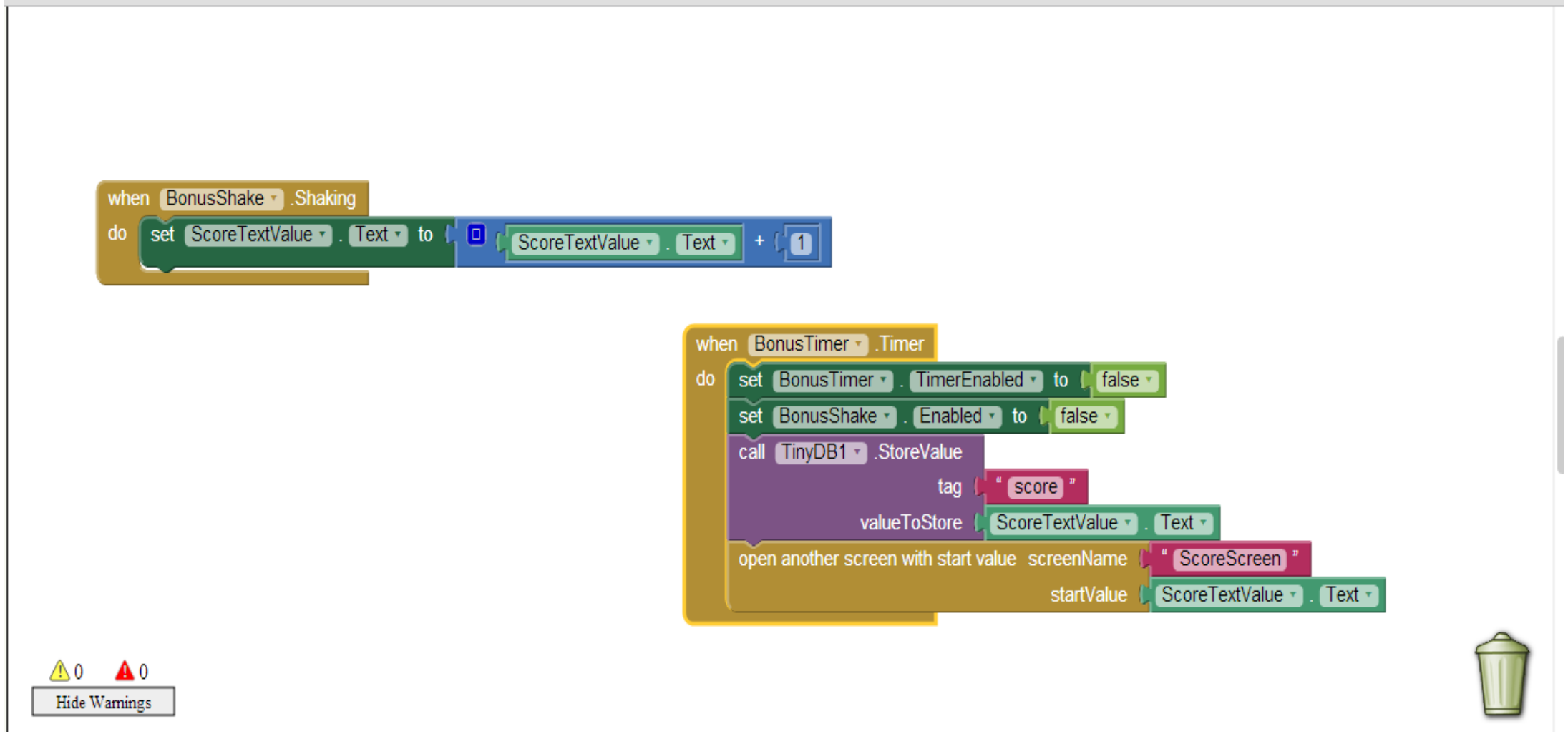
Game Screen Logic



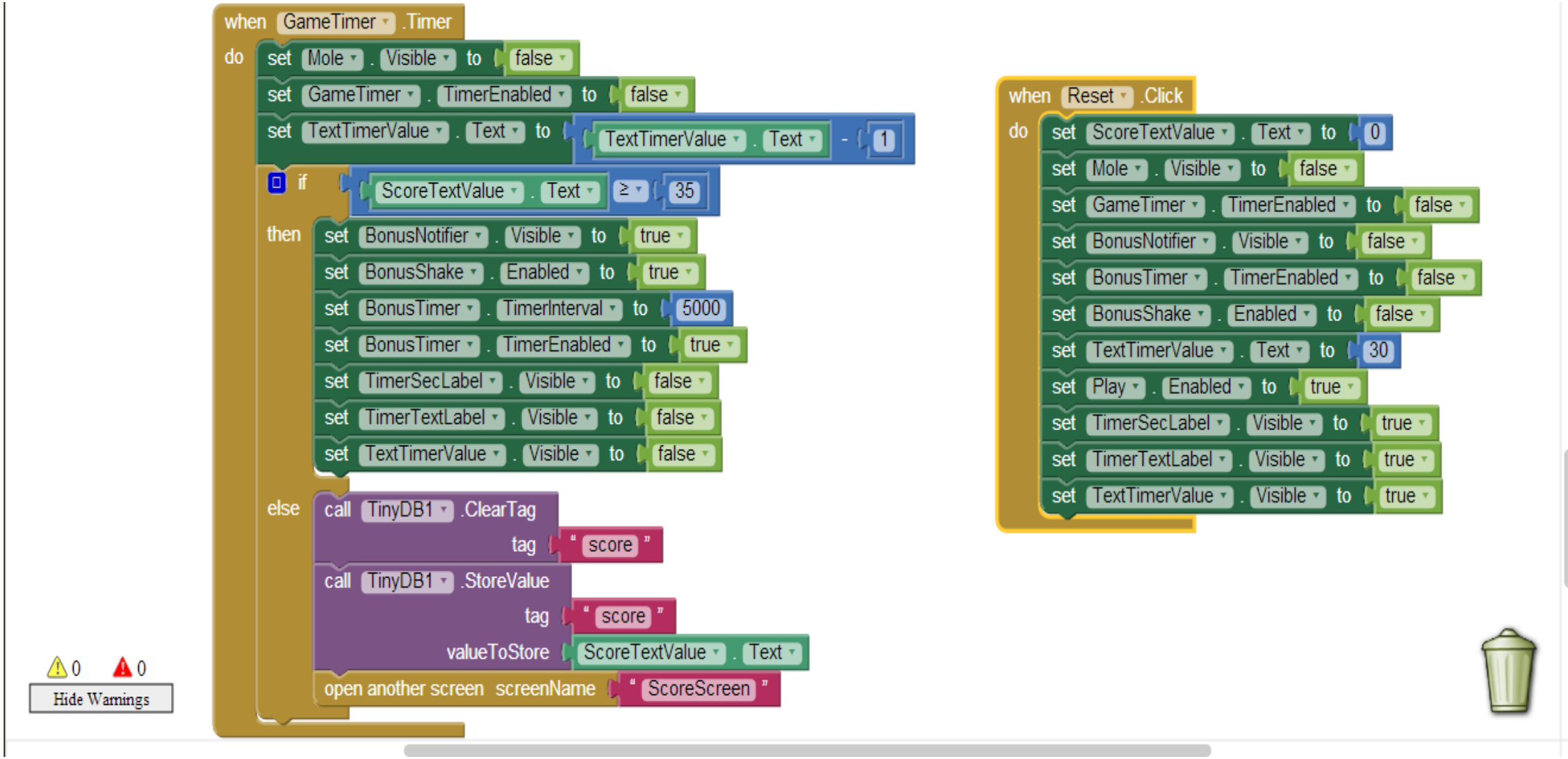
Game Screen Logic



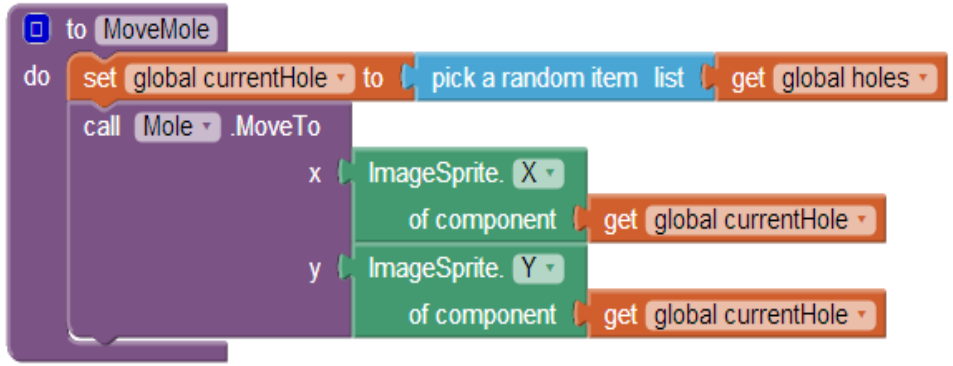
Game Screen Logic

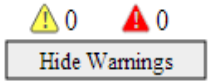


Game Screen Logic

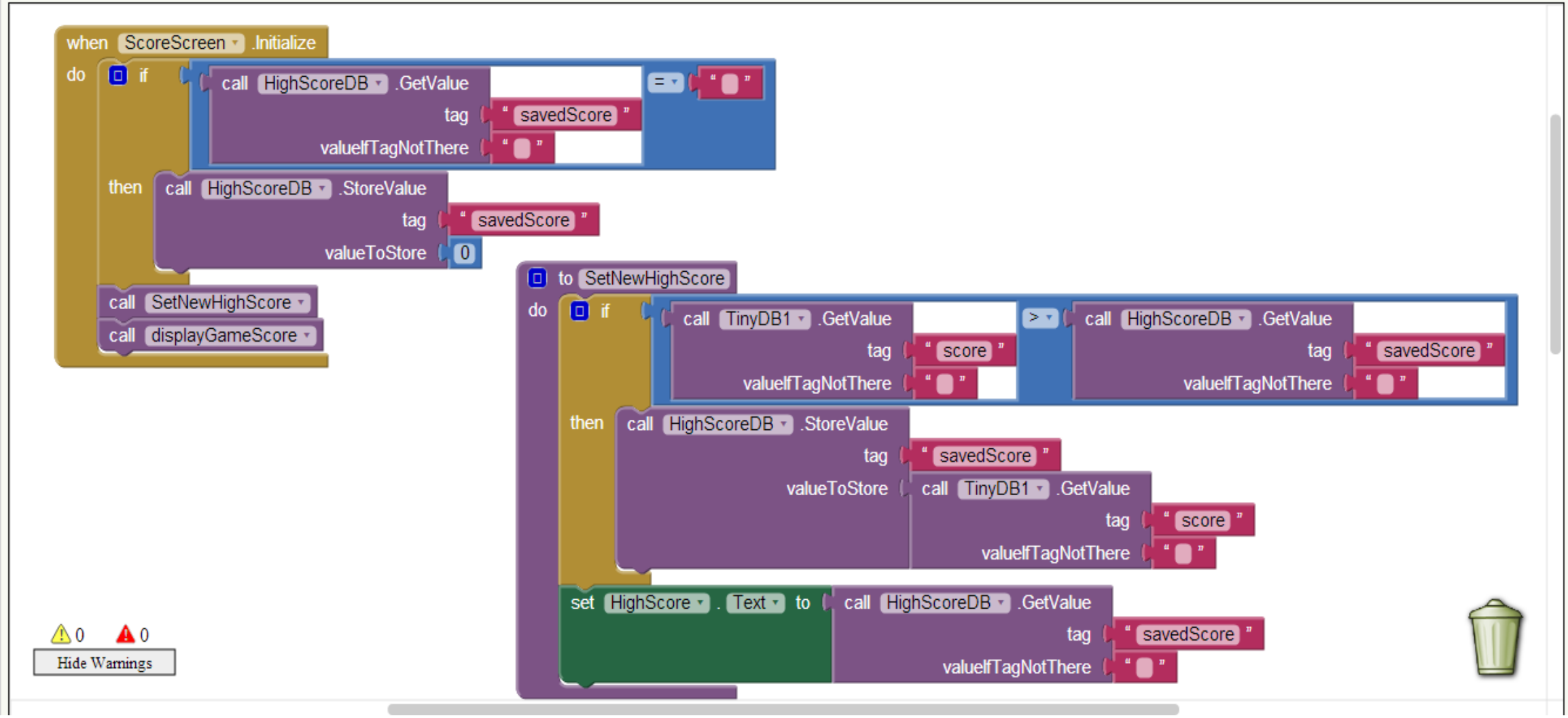
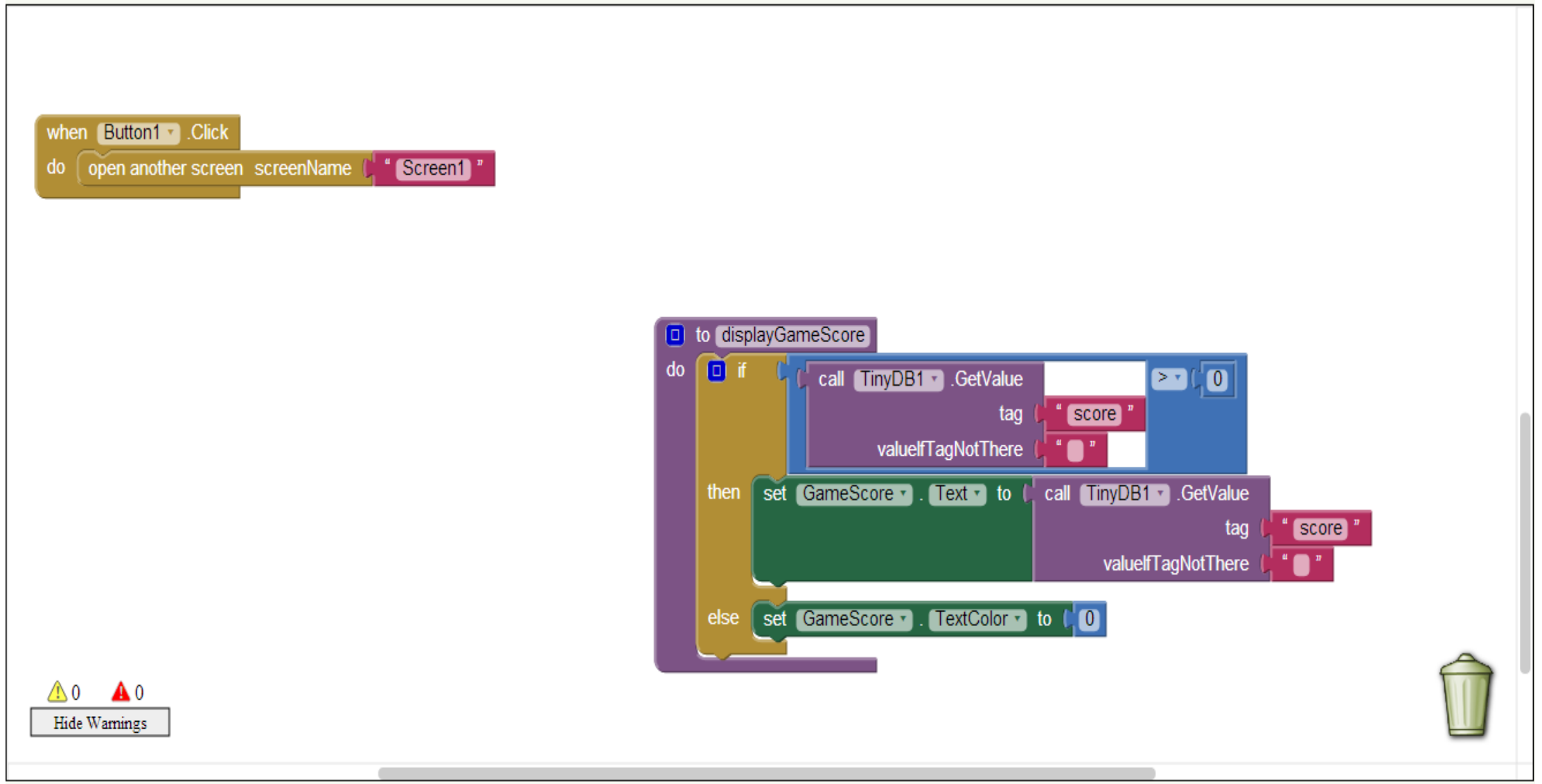


Game Screen Logic





Score Screen Logic



Score Screen Logic