

## ROCK-A-VOID

### GROUP MEMBERS:

1. Giselle Montano
2. Emmanuelle Vargas
3. Cecilia Chen

### **PROJECT DESCRIPTION**

The addictive endless running game Rock-A-Void is an android game in which you tilt tablet left or right to control the submarine and avoid the obstacles that may hit you. The goal is to achieve the longest possible path without crashing into an object, in our case rocks.

### REQUIREMENTS:

- Nexus 7 (2012) (Device) 1200x800 (Screen)
- Android OS 4.4 (KitKat)
- Accelerometer

**NOTE: WE HAVE TESTED THIS APPLICATION PROJECT ONLY WITH THIS DEVICE SINCE IT WAS THE ONLY ONE AVAILABLE. WE RAN THE PROJECT IN THE AVD BUT THE GAME WON'T PLAY BECAUSE OF THE ACCELEROMETER IS NOT PRESENT. WE WILL BE ABLE TO SHOW IT TO YOU ON THE FINAL EXAM DATE.**

### CORE:

- Accelerometer
- Activities
- Layouts

### STYLE:

- Cartoon-ish Style
  - Rocks - Done
  - Sand floor background - Done
  - Submarine - Done
  - Edges/Depth illusion - Done
  - App Icon - Done

### GAMEPLAY:

- Score is based on how many rocks the ship dodges.
- Ship has constant velocity.
- Movement left-center-right.

### ACTIVITIES:

- Front Screen: Will present the title of the Game and a start button.
- Gameplay: The main activity where the game will show.
- Scoreboard: An activity that will show the score based on how many rocks the player avoided before losing the game.
- Pause Screen: A simple screen showing a paused view with either the option to continue playing or return to the front screen.
- About Screen: This screen shows a brief description of the game, how to play, an about us section and our contact emails.

We are using:

Github - for source control development. (<http://www.github.com>)

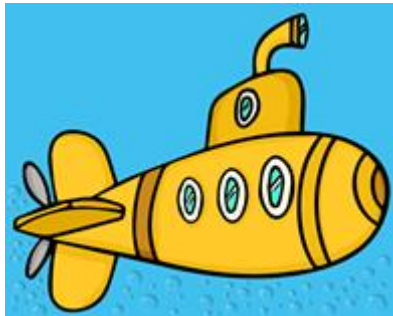
URL: <https://github.com/emmanvg/Rock-a-Void>

Trello - for project/tasks management. (<http://www.trello.com>)

URL: <https://trello.com/b/MEkPG5BF/comp4999-android-development>

## ACCOMPLISHMENTS

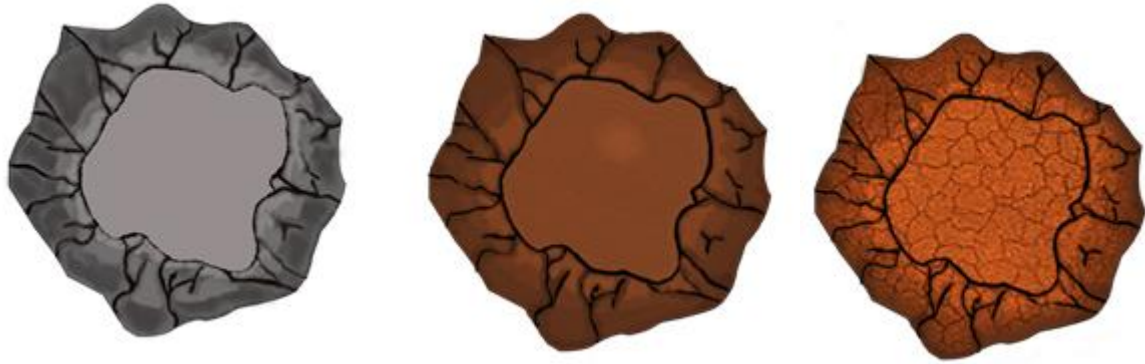
- Image that will be used as the icon for the app completed



- Submarine Top View image for the game completed.



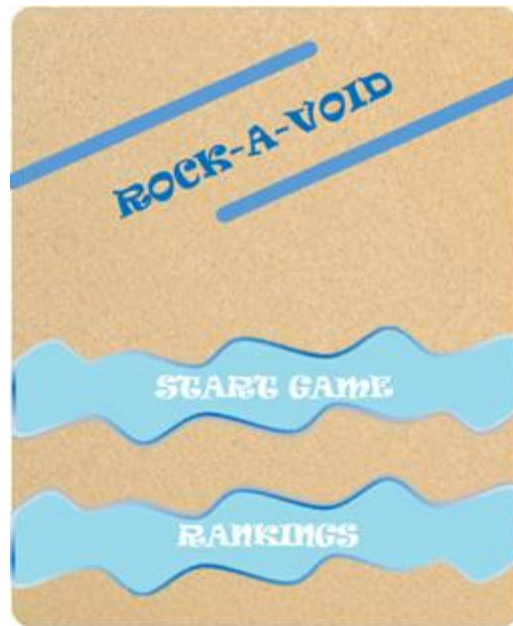
- Main goals about how the game should look like are defined.



- We made different mountain images for the finished game and the last one was chosen to use.
- The Android Project was created using the 4.4 as target SDK version. The minimum SDK will be 4.3.
- Since the required work art is almost complete we can move ahead into the developing of the Main Activity, in our case the Game Activity.
- We made the Game Play Prototype Image



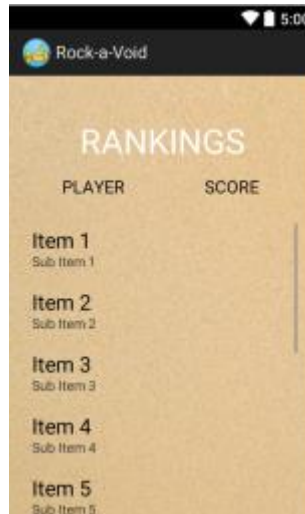
- We made the Menu Prototype Image



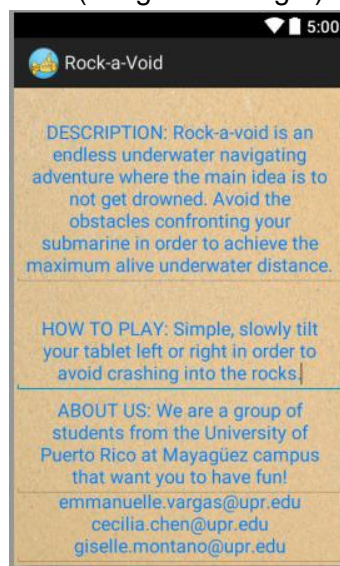
- The menu was completed and clickable to go to the other activities.
  - An about Button was added to the menu to include a description of the game.



- A ListView was added to the activity Rankings to store the player's score.



- Currently working with the animation for the game.
- An about screen was created with some information of the gameplay description, instructions, information about the creators and emails. Still final formatting details to be edited, “About” title to be added. (Image to the right).



## MEMBER'S CONTRIBUTION

- ☒ The first task that has to be completed are making the concept art for our game. Which includes the submarine, sand, rocks. After this section is completed we will move into working in the core. Up to now, Emmanuelle is making sketchings of possible art, and Cecilia is transforming those hand drawings into computer images.
- ☒ The second task is to learn how to pause, start, stop different screens. The research is part of everyone's responsibility.

- ☒ The next and most important task is how to get data from the accelerometer and use it to move the submarine from left to right. Emmanuelle and Giselle are in charge of this task.
- ☒ Last task is to integrate other layouts like Menu, S, About Us Screen , Scoreboard and other Activities that are part of the game. Cecilia and Giselle will be in charged of this task. Below is a picture that represent the other components and interaction of our app.

## GAME STRUCTURE

