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Final App Proposal
CPS 371
4/13/16

App: 2D game where a player has to avoid the walls while collecting coins. Coins can be used to unlock different skins or themes.

API: Canvas

Target Users: Anyone

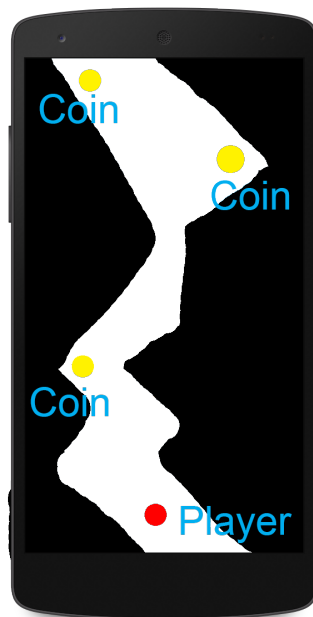
Goal: Provide entertainment

There will be 3 Activities. A Main Menu activity, a Game View Activity, and a Shop Activity

Main Activity



Game View



Shop Activity

