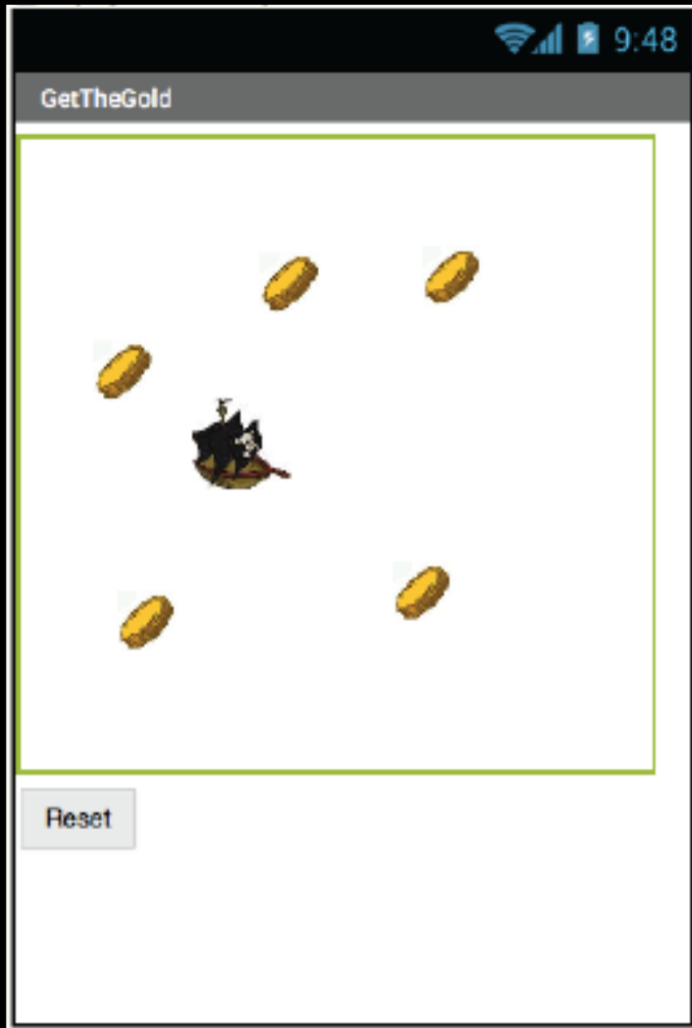




Aplikasi GetTheGold

Aplikasi Perangkat Bergerak (p8)
Nofiandri S, ST, M.Ak, MT

DESCRIPTION



- The GoldCoins pop up at random locations on the screen, moving once every 2 second.
- Dragging the PirateSprite causes the PirateSprite flung according to its directions.
- The GoldCoins would be disappear when collided by the PirateSprite.
- Pressing the Reset button resets the visibility of GoldCoins.

CONCEPT

- The ImageSprite component, for touch-sensitive movable images
- The Canvas component, which acts as a surface on which to place the ImageSprite
- The Clock component, to move the sprites around
- The Button component, to start a new game
- Generating random numbers
- Detecting collisions as an example of the animation event
- Setting visibility of ImageSprite component as an example of respon

DESIGN

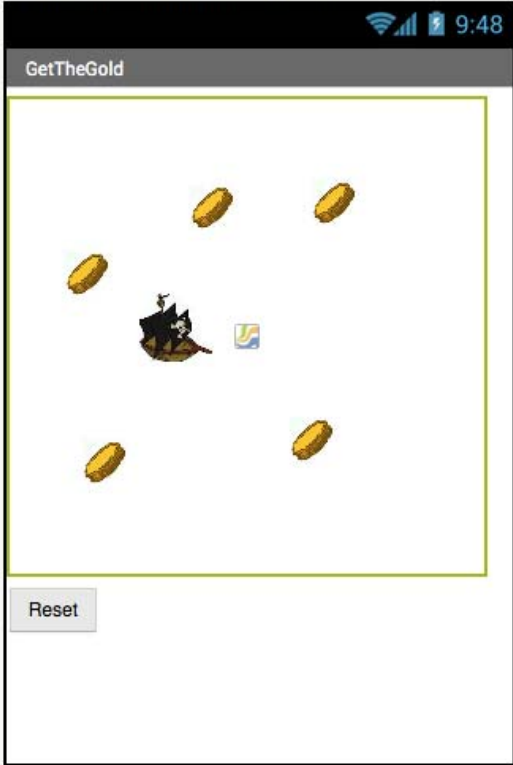
Screen1 ▾Add Screen ...Remove Screen

DesignerBlocks

Viewer


☐ Display hidden components in Viewer

GetTheGold



Reset


Non-visible components


 Clock1


Components


Screen1


Canvas1


 ImageSprite2


 ImageSprite3


 ImageSprite4

 ImageSprite5

 ImageSprite6

 PirateSprite

 ResetButton

 Clock1

Rename

Delete

Media

goldcoin.jpeg

pirateship.jpeg

Properties

Canvas1

BackgroundColor

White

BackgroundImage

None...

FontSize

14.0

LineWidth

2.0

PaintColor

Black

TextAlignment

center ▾

Visible

showing ▾

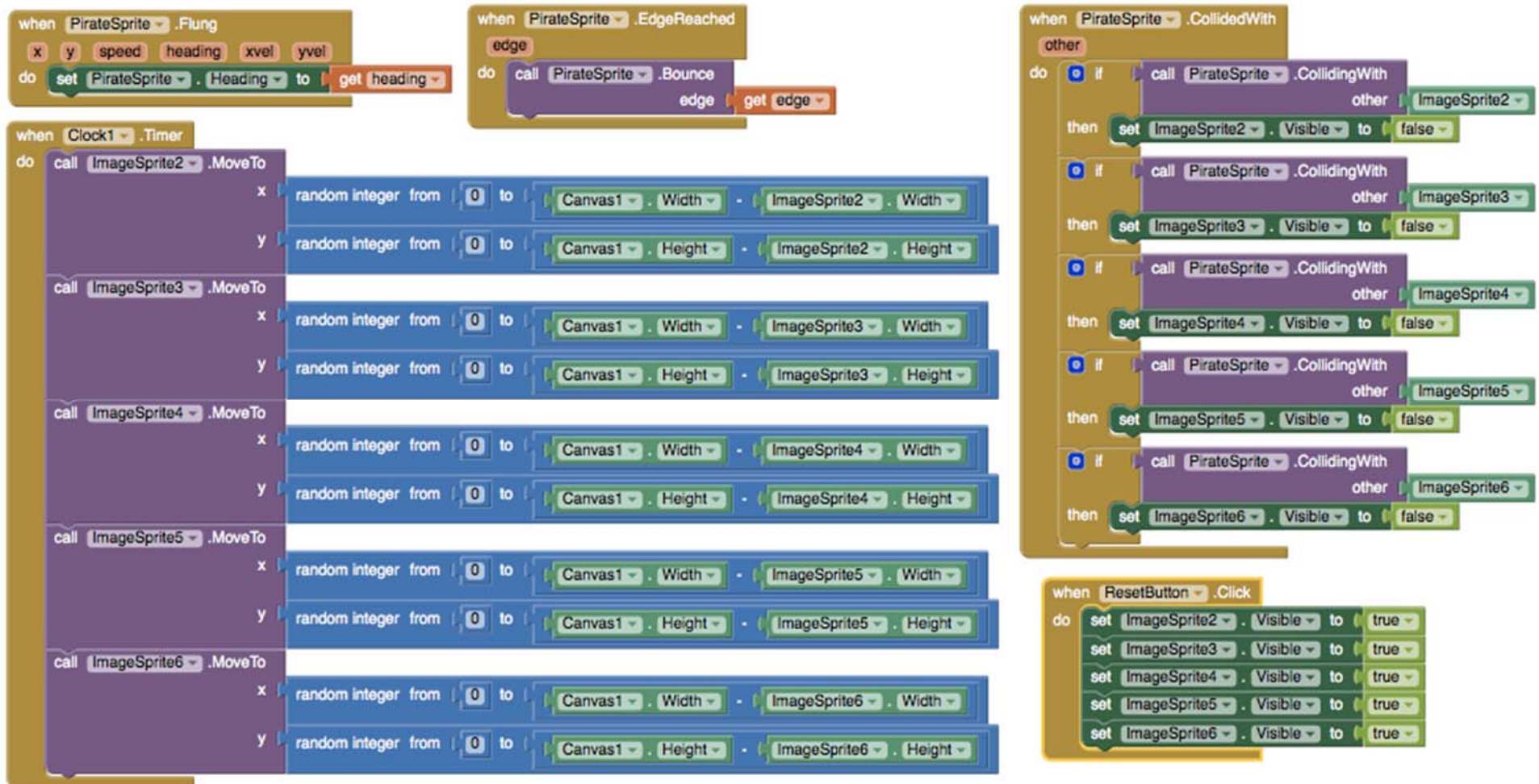
Width

300 pixels...

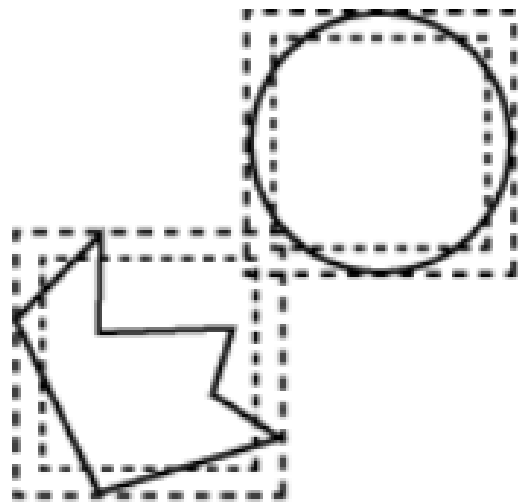
Height

300 pixels...

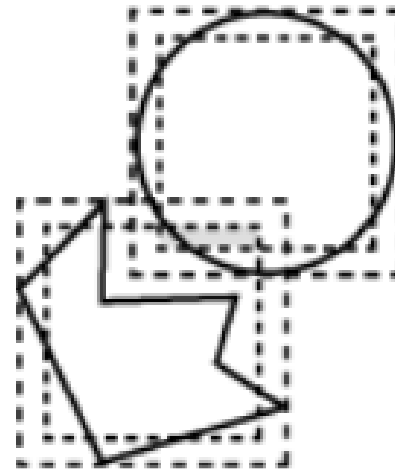
BLOCK EDITOR



Rectangle-based collision detection



No Collision



Collision Detected

ASSIGNMENT !!!

- Modify the original GetTheGold App
- File name format : <nama>_GetTheGold.aia
- Deadline Submission via Edmodo on Tuesday
May 17, 2016 24:00 WIB