James Patrick Fulford

Android App Development

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Angel Game – Android App Inventor

The game is simple: if you play as the angel, don’t get caught. If you play as the devils, catch the angel. The angel wins if he survives a certain number of rounds. The devil wins if he manages to capture the angel.

This game is played on a grid. Using the arrows at the top and bottom of the screen, the players can adjust their view of the grid. Also, using the zoom selector, players can adjust how many rows and columns they can see at a time.

The angel goes first and is able to fly to any square 1 space or less in any direction – much like a king in chess. An angel cannot land on a square occupied by a devil. The angel’s speed/range can be changed. (If the angel has enough speed, he can fly over a square occupied by a devil.)

The devil goes next. He can place one devil anywhere on the grid, which stays there until the game ends. The number of devils the devil player can place per round can be changed in the menu below.

Once the devil’s turn ends, a new round begins. When a specified number of rounds have passed without the angel getting caught (default: 150), the angel will win. The number of rounds until angel victory can be changed in the menu below.

When it is the angel’s turn, the background will turn to a sky blue color. When it is the devil’s turn, the background will turn crimson.

The game will automatically detect if a player has won. However, if a player chooses to give up, he may scroll to the bottom of the screen and push the surrender button. This will reset the game. (Note: surrendering will not reset changes to variables in the menu.)

Features I would have liked to add (by no means exhaustive):

* Finite number of devils on the board at a given time (tried, but caused too many problems)
* Checkerboard pattern of board (would have slowed program too much.)
* Never-ending game option
* Finite board option
* Clicking on edge tile would move view of board that way, on top of anything else.
* Focus on Angel button. (Easy to implement, but can’t find a good place to put it in the UI)
* A button to bring up rules of the game.
* AI Angel player
* AI Devil player
* Invisible Devils option – spend a turn making devil invisible, but still be in the way.
* Save devils for later option
* Save angel movements for later option

Features I have (simplified):

* Way to view and adjust position of view of the grid
* Way to resize the view of the grid (zooming – that was time consuming)
* Turn management
* Core gameplay
* Ways to change core variables, such as devils per turn and speed of angels
* Checks if angel is surrounded
* Surrender and pass functionality
* Background color changes with turn