

Over the past week and a half my partner, Jesse Gordon, and I have been working on an android project called Pineapple Hunt. Pineapple Hunt was originally going to be a duck hunt type game but we realised we would have a difficult time making the game work within the original timeframe of one week. The original difficulty we faced was having to get the UI setup. The problem was that the UI would not place on the screen without being cut off by the top. We solved this problem by making the canvas for the game smaller so that the buttons could fit. However, when we did this, the canvas was too small to display the whole game, making the game too wide for the canvas. This was easily solved with a few changes in the pixel size. The next big challenge we faced was the scoring. Originally, the score went up forever by 6 points every time, however we realised that the game wouldn't be fun as an infinite score game. Instead we took the opportunity to make a race against the clock type game in order to create a winning event.

One part I did independently was the actual game coding. Jesse worked more on the contact and title page. The actual game coding consisted of making the pineapples "disappear" if you are too slow, and they have to clear the canvas every 3 seconds in order to write the score. A problem with this was figuring out what we wanted the pineapples to do. Originally it was supposed to be a duck-hunt like game with the pineapples moving across, however we had to change to a more simple disappearing effect in order to finish the project on time.