

## CSC 780: Application Development for Mobile Devices

### Game - Coincraver

#### **WEEK 1: October 30th, 2014**

1. UI/Home Screen - MainActivity + Splash Activity + Menu Class
  - 1.1. Splash thread running for x amount of time
    - 1.1.1. Play music (using MediaPlayer class) while thread is sleeping. Then start intent of home screen
  - 1.2. Home Screen - settings button, start game button, about button.
    - 1.2.1. Set up onClickListeners for buttons to start other activities.
    - 1.2.2. Images Used
      - 1.2.2.1. Logo from [www.graphicsprings.com](http://www.graphicsprings.com) - free online logo generator/  
We got the dollar sign symbol.
      - 1.2.2.2. Backgrounds from [www.zedge.net](http://www.zedge.net):



2. Typer Class
  - 2.1. This class is responsible for creating an animation for the text (achieved with the help of delay for each character's appearance. Typer class extends extends the base class TextView.
  - 2.2. Context class keeps track of the application context. This is used by the TextView(in our case) to know what the typer class's state is and

Next week work:

1. Create a start game activity and try to get in the character for the game
2. Try for fadein and fadeout effects for the texts
3. Setting up the background music for the gameplay