

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 - free online logo generator/
We got the dollar sign symbol.
 - 1.2.2.2. Backgrounds from www.zedge.net:

2. TyperViewActivity 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 TyperViewActivity class's state is and it can draw the text accordingly.

Next week work:

1. Create a start game activity and try to get in the character for the game
2. Setting up the music for the game

WEEK 2: November 13th, 2014

Corrections since last time:

1. Used an explicit intent instead of an implicit intent for calling an activity
2. Changed the name of few classes to have consistency
 - Example: Typer -----> TyperViewActivity
3. Removed the unnecessary and commented code.

This week:

1. Added JAVAdoc for each activity
2. Got the character into the game screen and implemented game flow
 - Made use of sprite images from www.opengameart.org



3. Found out an easy to keep track of the score
 - System's class CurrentTimeMillis()
4. Rotate animation for the character (made use of rotate tag, animation class)
5. Soundpool class utilization
6. Inclusion of immersive mode in Coincraver

Next week work:

1. Drawing the coins in the sky (almost there)
2. Developing the algorithm for collision detection
3. Other fixes in terms of layout and making the UI look a bit better

WEEK 3: December 4th, 2014

Corrections since last time:

1. Included back buttons to make an immersive mode a bit smoother (got rid of it's "inactive" issue during the activity switch)
2. Made of use of Box2D, a physics game engine
3. Removed the unnecessary code (once again).
(We still **may** have spaghetti code, it's a continuous process)
4. Communicating via Github (have pushed the entire code & journal on Github)

This week:

1. Added JAVAdoc for the newly added activities (RoadActivity, HoleActivity and CoinActivity)
2. Drew the coins in the sky, made use of random spawning of the coins to make it more interesting
3. Developed the algorithm for collision detection (between player and coin, player and hole) and transformed it into the code
4. Included the road and divider animation to make the player run on it. This is important in order to make the game more interactive.
5. Since we have implemented the collision detection between player and hole, it was necessary to have the game over state. This state is a part of our game now.
6. Also, other fixes in terms of layout and made the UI look a bit better (fixed the coincraver home wallpaper "fit to screen" issue)

Next week work:

1. Handle the game music correctly
2. Check for the bugs in terms of UI
3. Maybe **Playstore**, free game, just for fun!