

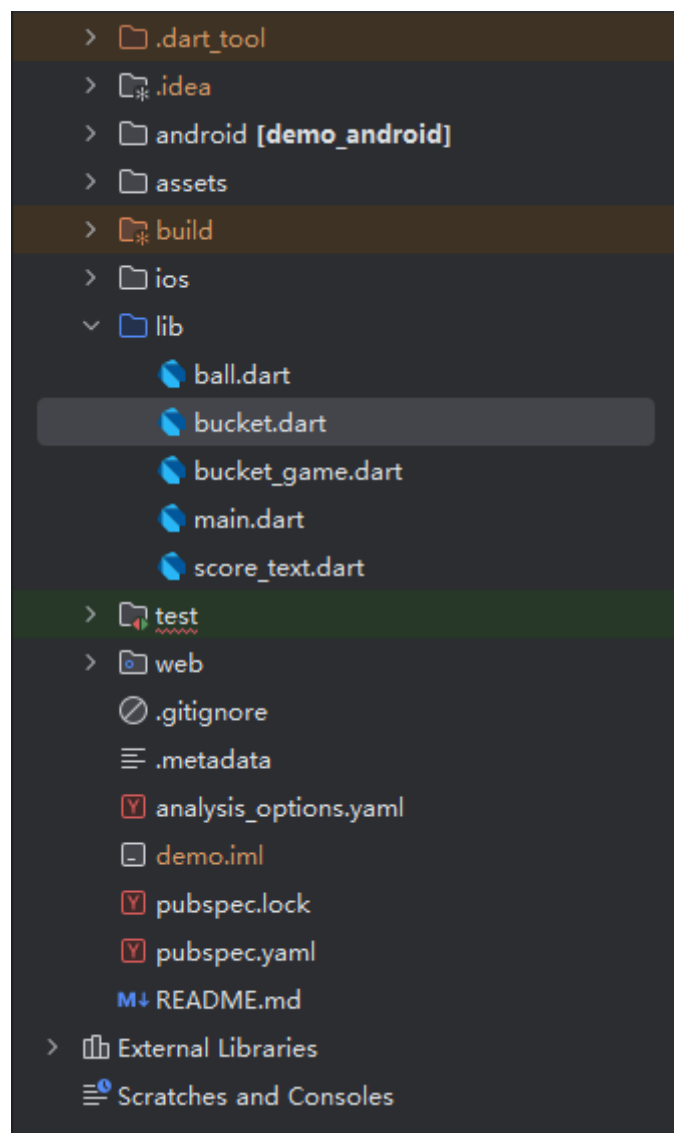
Exercise 3

1. Environment

tool	version
flutter	3.33.0-1.0.pre.251
dart	3.9.0

2. Project structure

Project structure(source code: all *.dart under lib folder)



YAML Dependencies(pubspec.yaml):

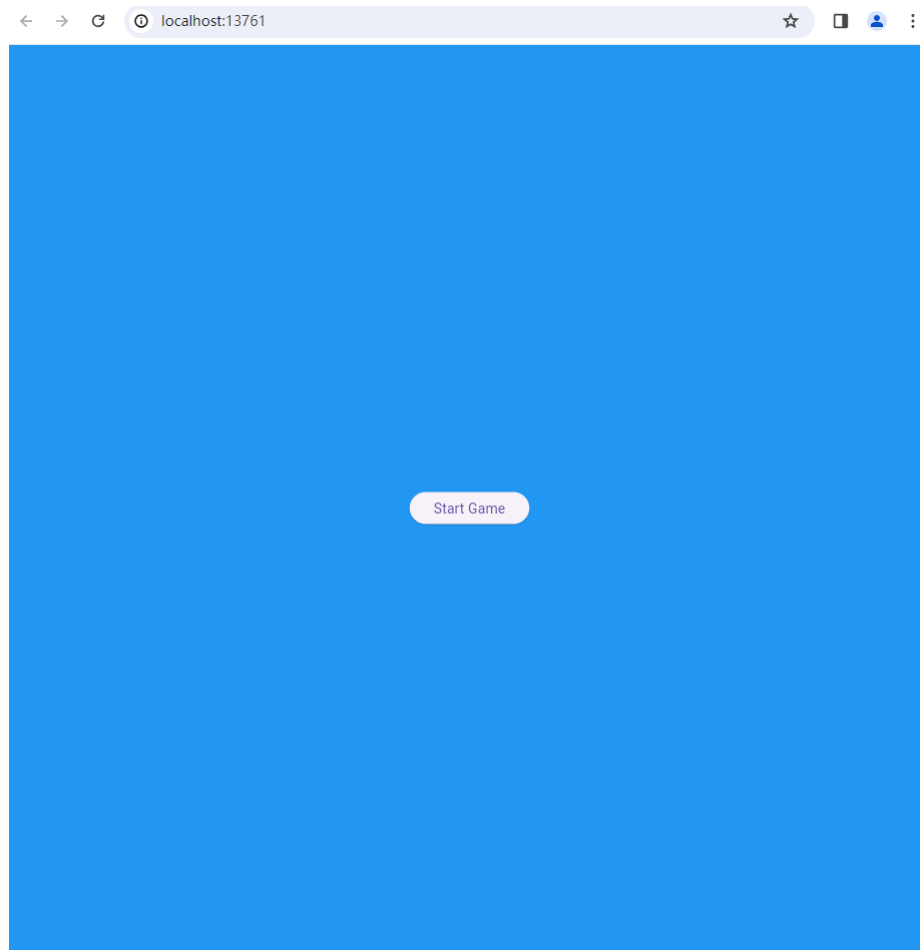
```
dependencies:  
  flutter:  
    sdk: flutter  
  flame: ^1.10.0  
  cupertino_icons: ^1.0.8  
  
dev_dependencies:  
  flutter_test:  
    sdk: flutter  
  flutter_lints: ^5.0.0
```

IDE: Android studio

platform: web,IOS, Android

3. How to play

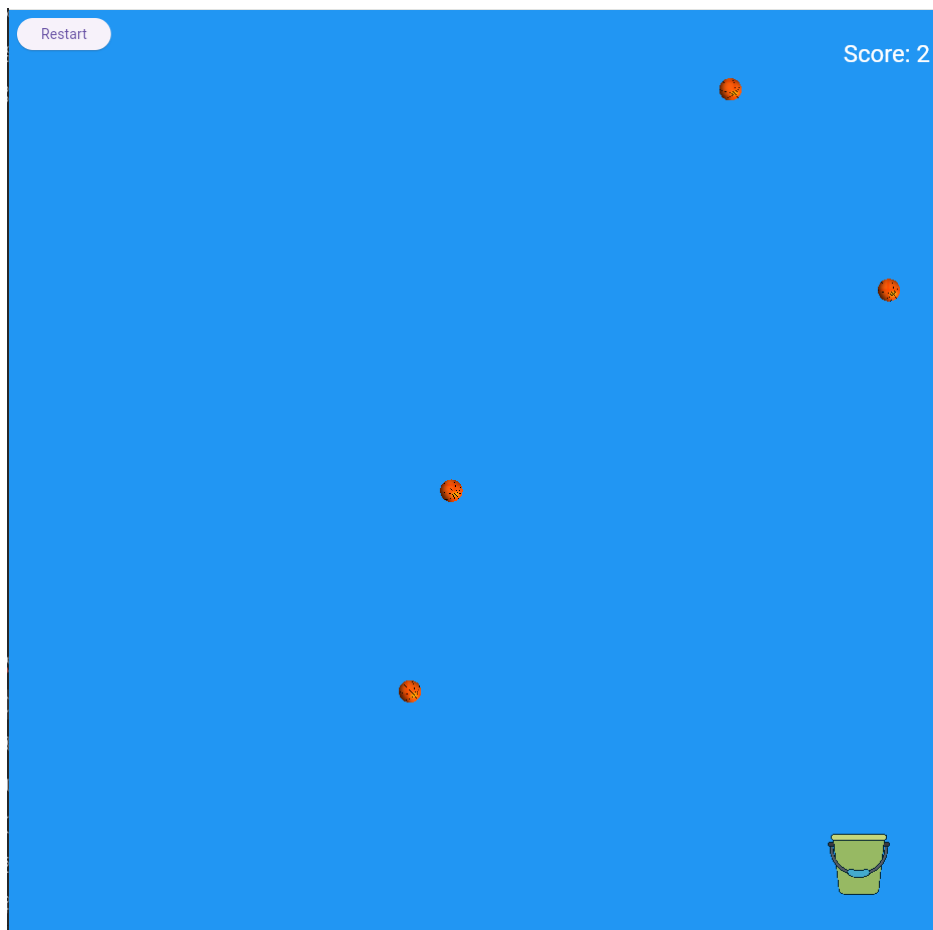
1. After loading the game, there will be a "Start Game" button in the middle of the screen:



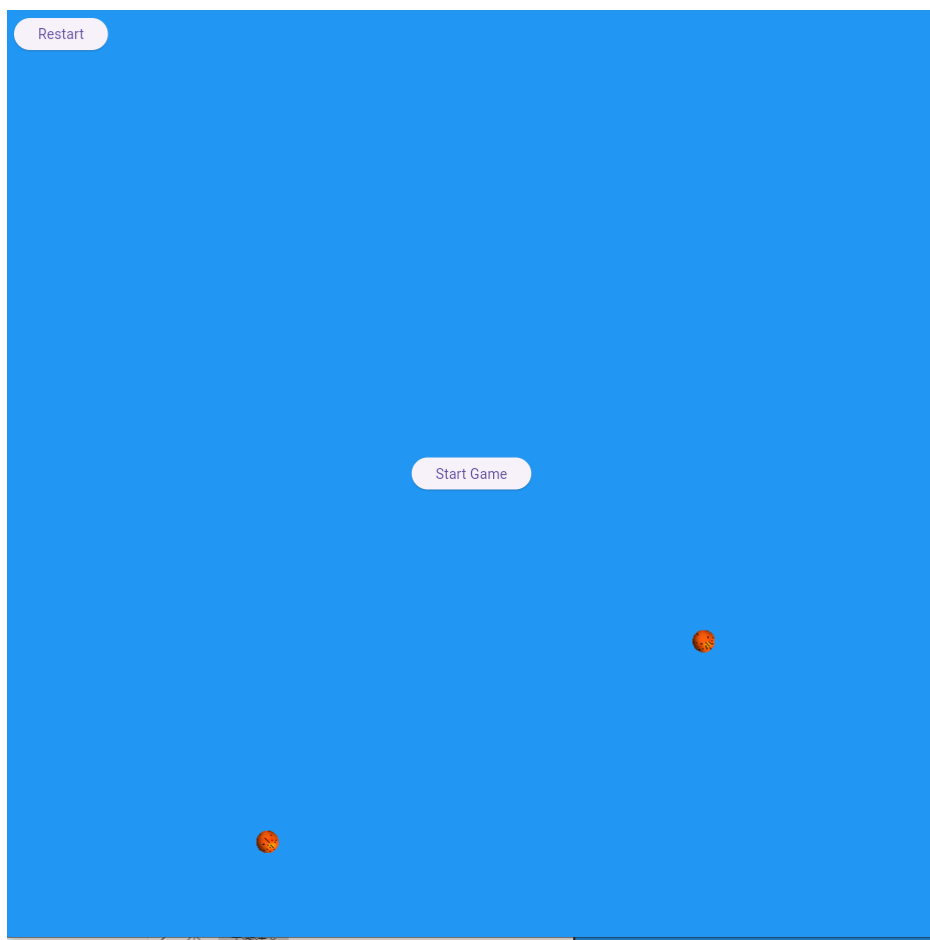
2. Press the "Start Game" button, there will be a bucket appearing on the screen and several balls falling



3. web: Control the bucket using the `arrowLeft` and `arrowRight` button to control the bucket movement,
- mobile: Drag the bucket to make it move horizontally,
- after you catch a ball using the bucket, you will get one score and can be shown on top right.
- If you want to end the game, press Restart button on top left corner.



4. After pressing the restart button, you will see the Start Game button again to start again:



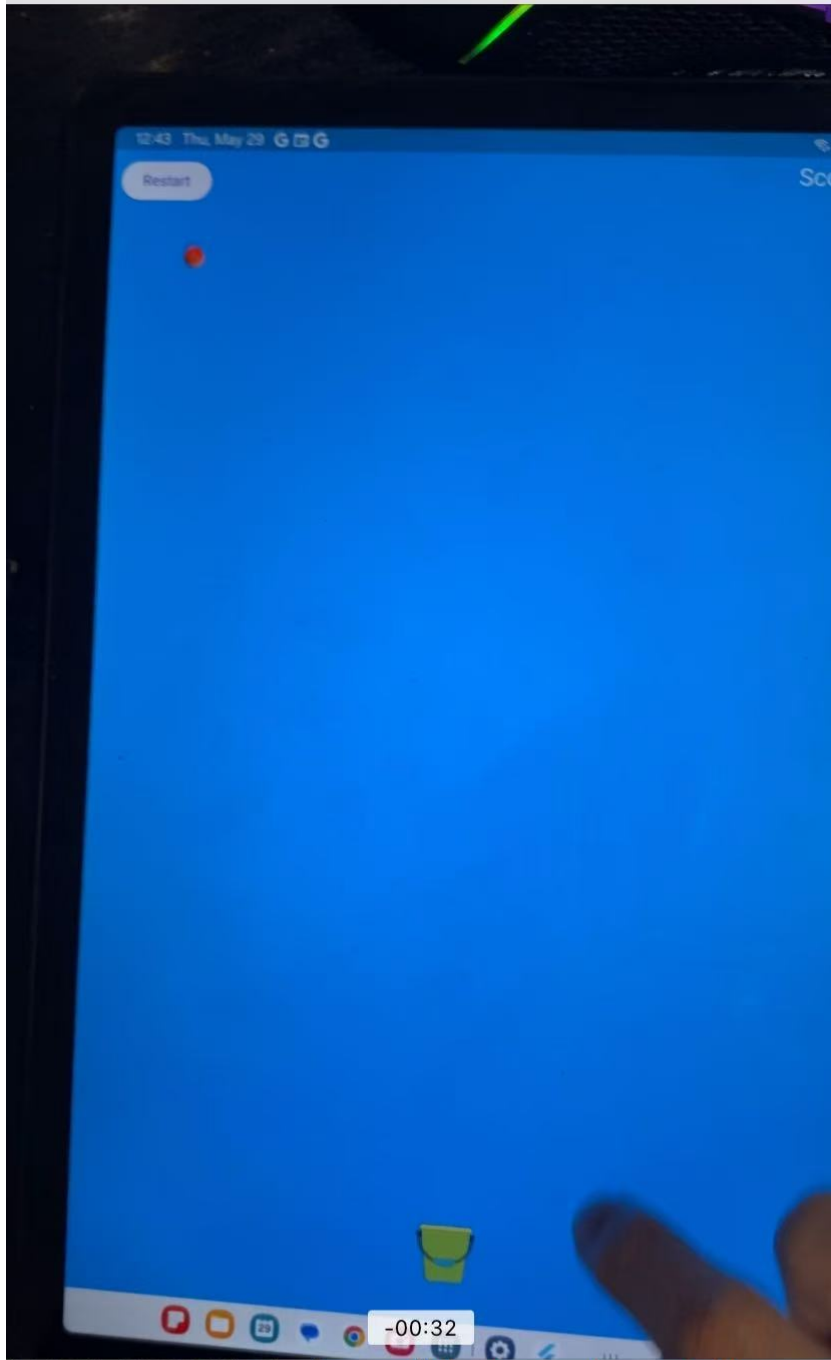
4. Game on Physical device

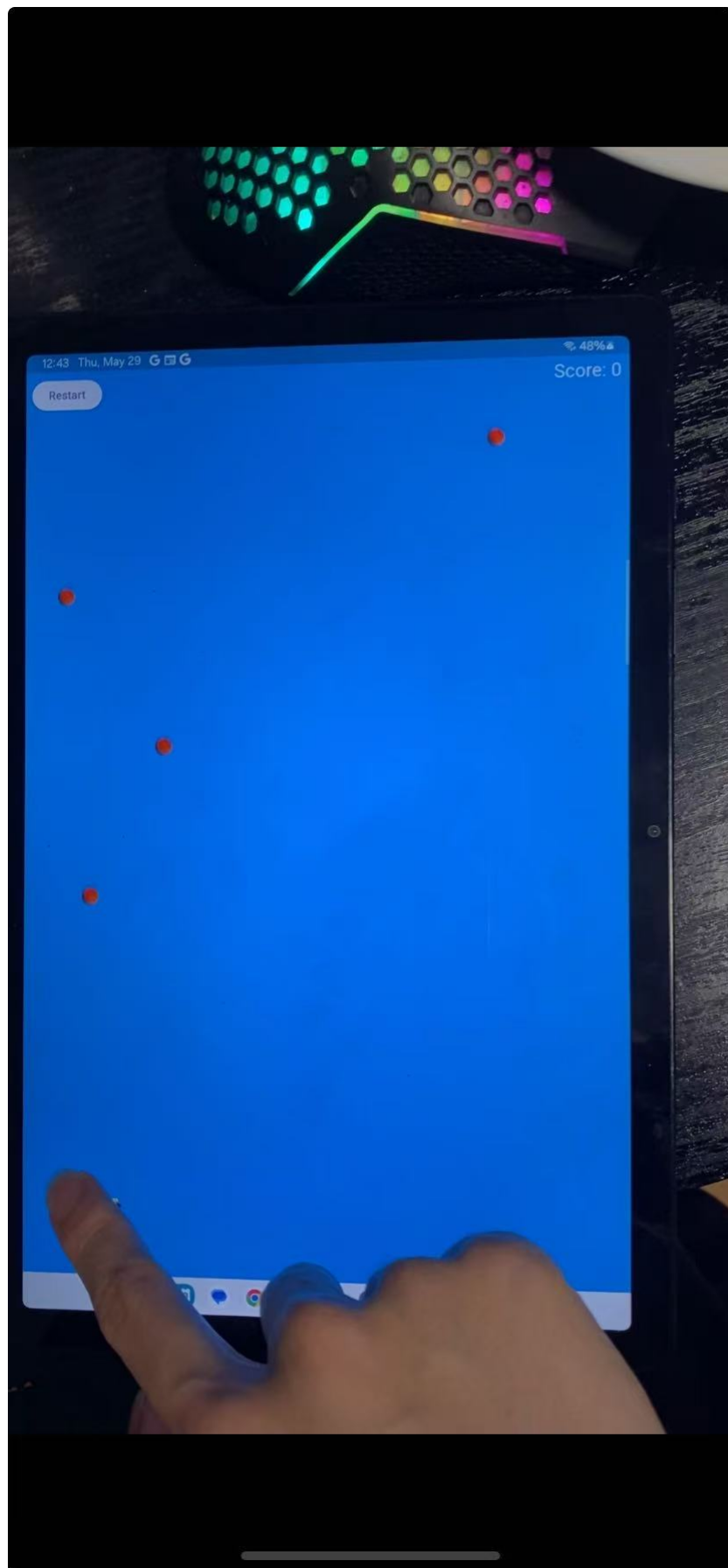
7:19



Today
12:43 AM

Edit



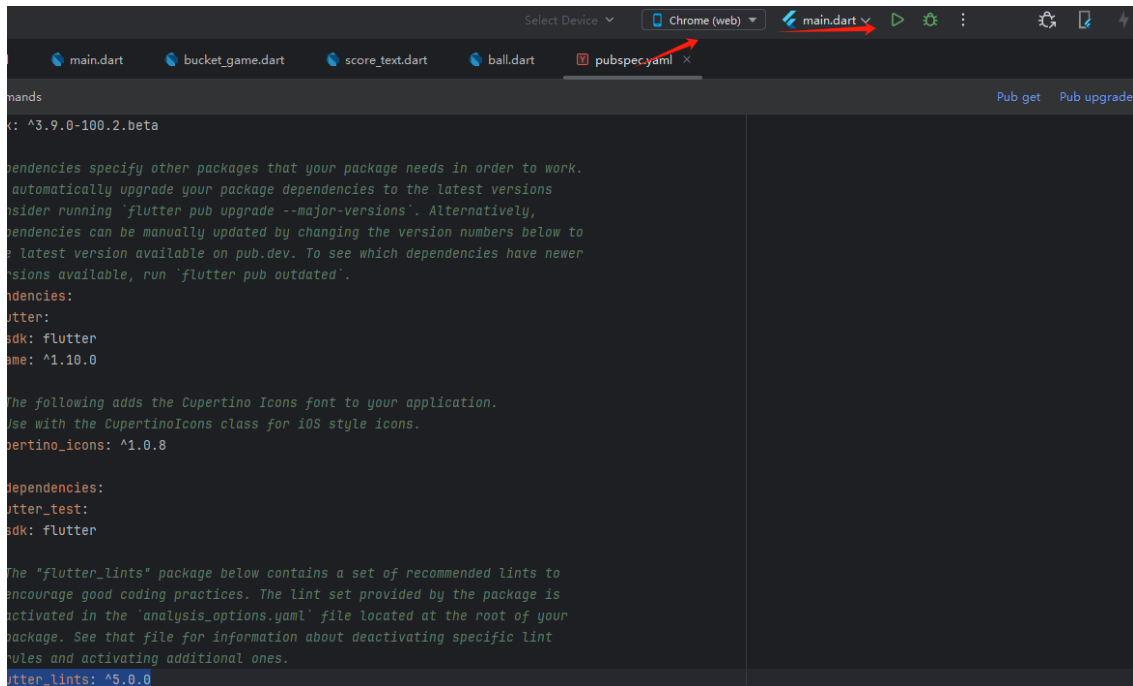


5. How to run

1. After unzip the zip file, open the `Exercise3` as root folder in Android studio
2. run `flutter pub get` command to download all dependencies of the project at the root folder

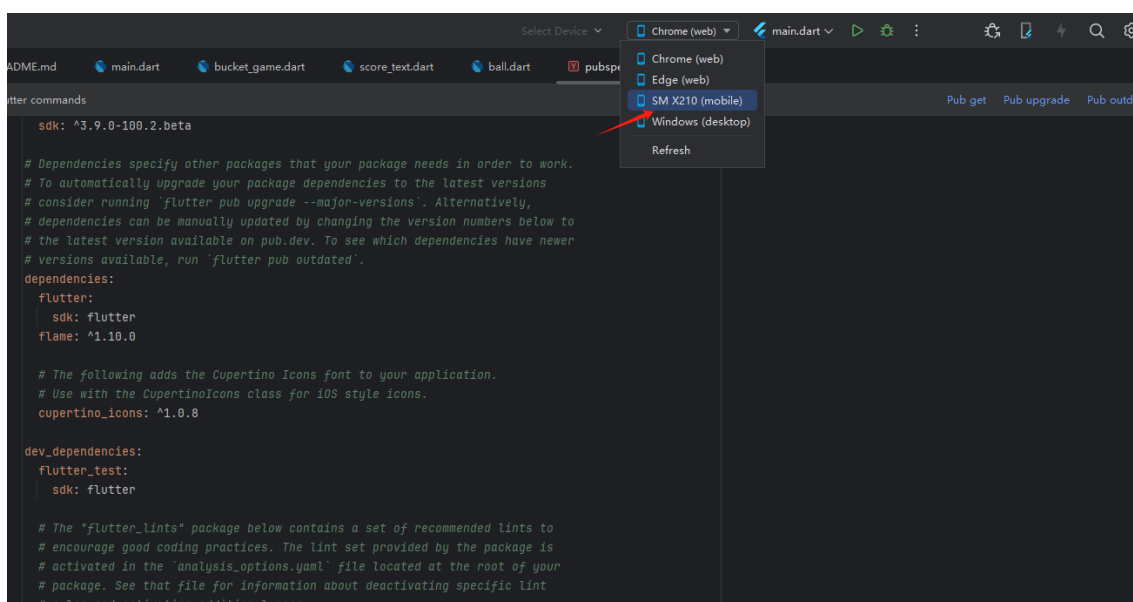
web:

3. select **Chrome (web)** to run the project in browser and press the run button. It will open up a new browser window for the app to run.



Mobile(Android):

3. Pre-requisite: Ensure you all follow all set-up steps in this link: <https://docs.flutter.dev/get-started/install/windows/mobile>
 4. Plug your Android device into your computer with USB Line
 5. Go to your setting > Developer Options > enable USB debugging
 6. Select your mobile device and click run. It should take some time to build for the first time .
- The following is my device:



6. Github link

<https://github.com/junior-stack/COMP5450-E3>