

SubHunter

Submit Assignment

Due Friday by 5pm **Points** 25 **Submitting** a file upload
File Types java, png, jpg, and gif **Available** Aug 26 at 8am - Aug 30 at 11pm 5 days

This exercise is meant to get you up to speed quickly on using Android Studio. We will be working with the sub hunter game described in the Pakt book.

1. Download the source code for the SubHunter game at the following github URL.

<https://github.com/PacktPublishing/Learning-Java-by-Building-Android-Games-Second-Edition/tree/master/Chapter07>

2. Install the latest version of Android Studio on the machine that you will be using for development this semester.
 1. As of this assignment, the latest version is 3.5
 2. The SubHunter game will compile without modification on version 3.2.1, but none later!
 3. I will be using 3.5 for any/all class demonstrations and/or examples.
3. Compile the SubHunter game and run it in an Android Emulator.
 1. Note this will run as is in the latest version of Android Studio, however, the SubHunter activity must be renamed using the “rename” refactoring in Android Studio and you must then extend Activity as opposed to AppCompatActivity. Compare the code in the repo to the boilerplate code generated by Android Studio.
4. Modify the SubHunter game to print your name on the Boom screen when you find the sub.
 1. This is easy, trivial really, you are expected to solve this portion of the assignment on your own.
5. Run the SubHunter game again, and when you get to the Boom screen (with your name showing) take a screen shot.
6. Upload your SubHunter.java and a jpg/gif/png screenshop image.

All of the details of setup can be found in the PAKT text. However, you can proba