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Honor Code Pledge: This work is mine unless otherwise cited

CMPSC 382

Due Date: 11/19/15

### Final Project Proposal

For my final project I plan to utilize the Java2D library to create an interactive game for the Android platform. I have a small amount of experience working with Java2D from my introductory computer science courses, but none involving animation or other advanced features that we've covered in this class. Further, I have never attempted to create any sort of Android application, but it's been a goal of mine to be involved with mobile software development. Over the summer I purchased *The Beginner's Guide to Android Game Development*, written by James Cho, and this project will give me the perfect opportunity to dive into it. It provides dual tutorials for game development in Java using Java2D and also for transitioning into Android game development; so I think it will prove to be a vital resource as I begin this journey.

Considering that I've never worked with Android before, there are a number of preliminary steps that I'll need to take before I actually start creating graphics. I first plan on requesting permission to borrow one of the Nexus tablets housed in Alden Hall, which will enable me to easily test any of my creations. I'll then need to familiarize myself with one of the two primary integrated development environments for Android: Android Studio or Eclipse. I'll also need to examine plenty of sample code to understand how to set up an Android program, and eventually how to handle various sources of input unique to mobile devices (e.g. finger gestures and motion sensors). Once these tasks have been completed, then I am hopeful that I'll be able to experiment with the Java2D library without too much interference. I'm not sure what the concept of my game will be at this point, but my previous projects in Processing have given me an idea of what is possible, and I look forward to the challenge.