

Given the application's severely limited and dull color scheme, we felt that improving the graphics was the most important improvement to be made. Not only did this make the app more aesthetically pleasing for us, but it would make it more appealing to potential users. To this end, we changed the textures for the sky, floor, and walls. Moreover, each direction of the sky (north, south, east, west) has a different picture that can be used as reference should the user desire.

These changes were feasible because of the knowledge gained from prior projects, as well as the Android documentation. While getting these features to work initially was difficult, once we had the ceiling working, the rest fell into place. Only two classes were impacted by this change: MazePanel and PlayActivity. We primarily used the Drawable class to achieve our results.

With regards to the phone configuration necessary for this phone, the target API is 19, with 64 MB of heap space allocated and 1907 MB of RAM. One difficulty in our project was that the app automatically calls garbage collection, which can lead to hiccups in performance.

We also implemented music playing in the background for the sake of user entertainment. This was quite feasible and easy to implement. This affected PlayActivity and used the new MediaPlayer class.