CSE 3200 Spring 2026 HW #1 Wiring Up Our Robots 20 points(5 per task) Due 02/06/26

YELLOW

RED

WHITE

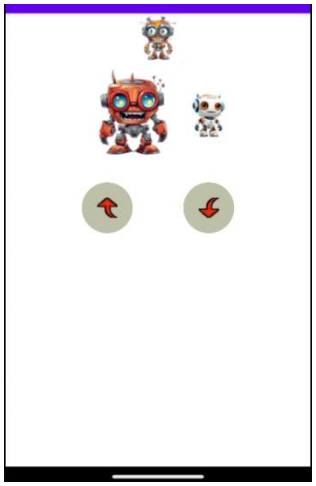
Meet our game assets, Yellow, Red, and White. (Should we give them proper names?)

As described in class, you will submit your assignment as a video in HuskyCt.

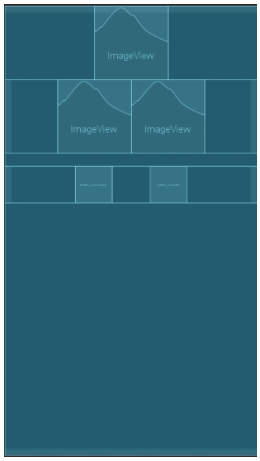
Task 1: When you begin your assignment, the app should show the three robots all in large form, with Yellow at the top. The first time you click on any image, Red stays large, but the other two change to small. Continue to click on any image and it goes through the procession of Red_is_large-> White_is_large -> Yellow_is_large and back to Red. This could be useful for many things. For now, let's assume that it means that it is that robot's turn. Demonstrate this in your video. Show that when you click, but not on any image, nothing changes. At this point you will have shown what we have accomplished in class.

You should find eight image assets in HuskyCt: a large and small version of each robot, and the clockwise and counter-clockwise arrows.

The remaining tasks can be finished in many orders.



Task 2: We have some assets to add to our game in the future that will take up space on the bottom of the screen. Move everything up. I've included the blueprint to follow.



Task 3: Add two custom buttons. They are ImageButtons. Do this by adding a resource file in the res folder. I added a HINT at the bottom of the page.

Task 4: Deactivate the functionality of clicking the images. The ImageButtons should now do that work. Make it so that if the clockwise button is clicked repeatedly, it cycles Red -> Yellow -> White etc. Similarly, the counter-clockwise button should cycle Red -> White -> Yellow etc.

All of this should be shown and explained in a video approximately ten minutes long. **Note: The arrow functionality will not outlive this assignment. The clicking behavior does, so don't delete it.**

```
<shape xmlns:android="http://schemas.android.com/apk/res/android">
   <solid android:color="@color/beige" />
   <corners android:radius="200dp" />
</shape>
```