

# PANIC BUTTON

The game





# SquirtleCoin Studios

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## **Tools and Such**

VCS repository: Github

Project Tracker: Github project tracker

Database: MySQL

IDE: Android studio

Testing tool: Android Studio Emulator

Alternative IDE: IntelliJ

Project Management Methods: agile, pair programming



# GitHub



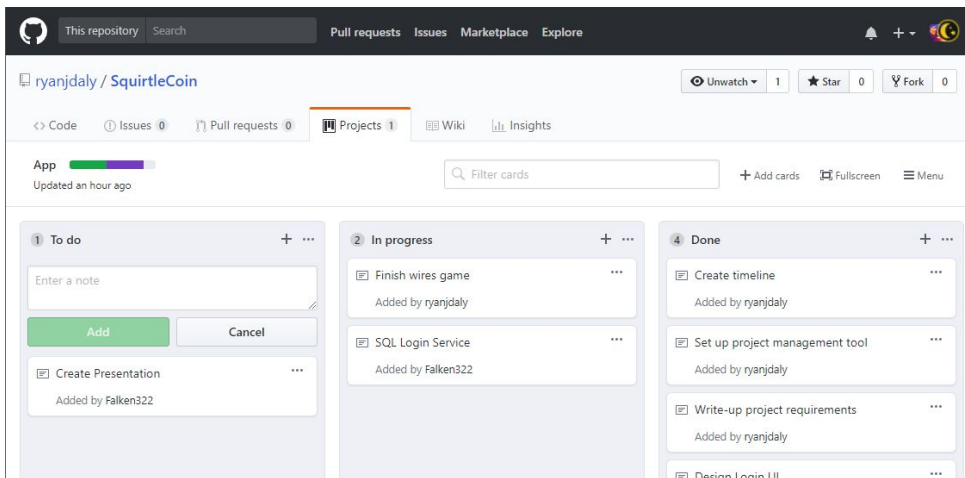
# GitHub

Purpose: repository host, share code with other members of the group, work on different parts of the project at the same time, etc

Rating: 4, works well, gets the job done! Git is a bit intimidating to use if you make a mistake, but is fine in it's own right.



# Github Project Tracker



Purpose: Keeps track of our project progress.

Rating: 3, out of the way, hard access, notes can be deleted or modified by anyone,



This repository

Search

Pull requests

Issues

Marketplace

Explore



ryanjdaly / SquirtleCoin

Unwatch

1

Star

0

Fork

0

Code

Issues 0

Pull requests 0

Projects 1

Wiki

Insights

App



Updated an hour ago

Filter cards

+ Add cards

Fullscreen

Menu

1 To do



Enter a note

Add

Cancel

Create Presentation



Added by Falken322

2 In progress



Finish wires game



Added by ryanjdaly

SQL Login Service



Added by Falken322

4 Done



Create timeline



Added by ryanjdaly

Set up project management tool



Added by ryanjdaly

Write-up project requirements



Added by ryanjdaly

Desian Loan UI





# SQLite



Purpose: Database to save all user information.

Rating:



# Android Studios



**Android**  
Studio

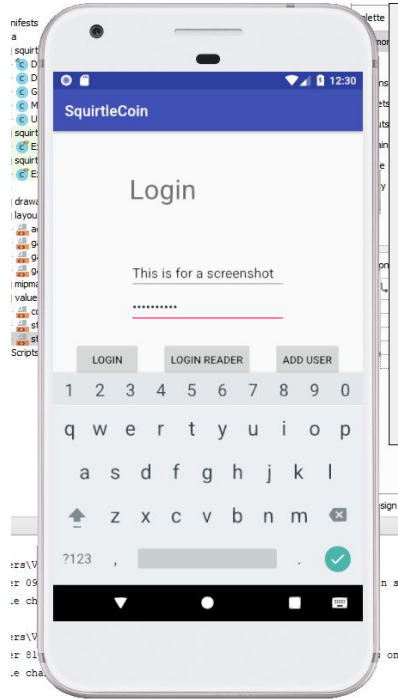
Purpose: IDE for Google's Android operating system

Rating: 4

Fully featured and well documented, with plenty of Android-specific development tools such as and SDK manager and emulator. There are a few studio-specific tools created a few roadblocks, and the database is difficult to access



# Android Virtual Device



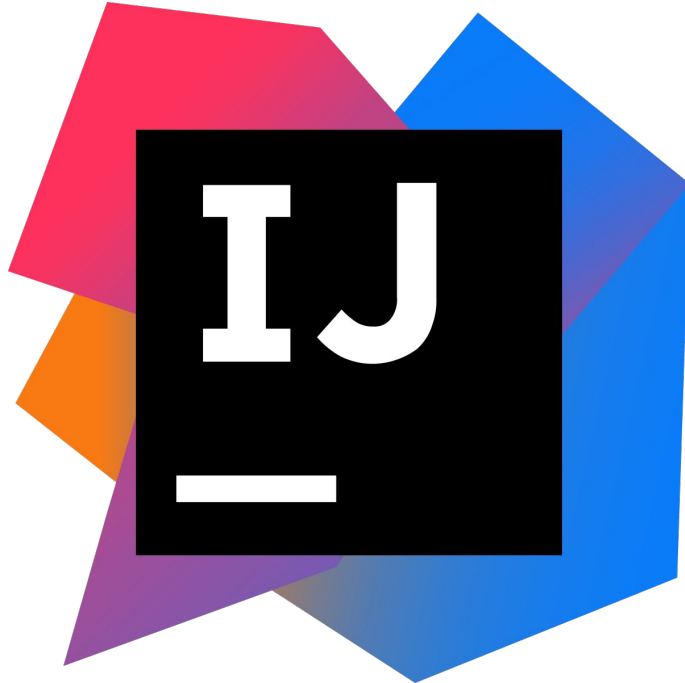
Purpose: Serve as a platform to deploy our app onto to test functionality

Rating: 5

Extremely convenient, allowed us all to target the same environment, and ensured everyone could work on the project even if they didn't own an Android device



# IntelliJ

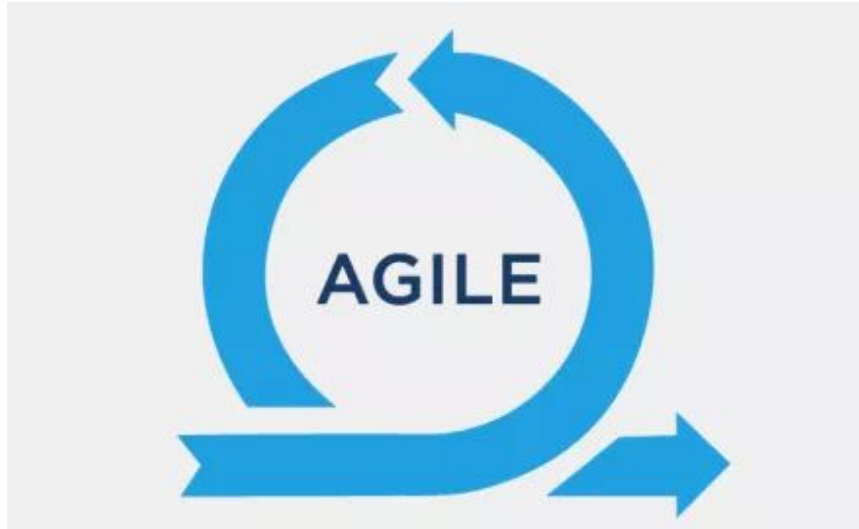


Purpose: Original,  
alternative IDE

Rating: 3, We switched to  
Android Studio due to its  
android-related features.



# Agile



Purpose: Ensures basic functions get done first

Rating: 5. Short feedback loop.



# Challenges

Unfamiliarity with Android and Android Studio

(screen crash, screen crash, more screen crash)

Practice and patience (yelling, a little)

Varying levels of familiarity with Java

Patience, tutorials

Meetups

Time, location, etc

Voice call



# Demonstration



# The Future of Panic Button

- Utilizing Libraries to make more interesting games
  - The current games are very bare bones. Integrating cooperation with gyro sensors, the camera, the microphone, and countless other features would open up the design space of all kinds of interesting minigames.
- Graphic Design and Aesthetics
  - If this game were made by a studio with people from many different fields rather than 6 CS students, we would have access to interesting textures, lighting effects, sound effects, or even background music.
- iOS Integration
  - Developing this game in Android Studio meant that players (\*cough\* or testers) could not access the game on iPhone. Developing in iOS would hit a currently untapped market.