

# TDT4240 - Introduction Exercise

## Android Game Application

**Shahariar Kabir Bhuiyan**

[shaharib@stud.ntnu.no](mailto:shaharib@stud.ntnu.no)

### General information

Project name: IntroAndroid

Source code:

- Location:
  - o IntroAndroid/app/src/main/java/no/ntnu/shaharib/

APK file:

- Name: [tdt4240-exercise1-shaharib@stud.ntnu.no.apk](#)
- Location: IntroAndroid/app

Application name after installation of APK file:

- Name: Menu

Application has mostly been tested on:

- Nexus 7 (2013)
  - o Screen resolution: 1920x1200
  - o Works best here. Background optimized for this screen resolution.
- A little bit on Sony Xperia Z2
  - o Screen res: 1920x1080

- Might be a little bit more buggy, but most of the functionality works.
  - Paddle 1 is smaller than paddle 2 for example (optimized for nexus 7).
  - Helicopter on task 3 starts on the upper left corner, be careful with where you touch, the helicopter might go beyond the edge (not supposed to do it, a bug. Works well if you
- Shall work on most of the screen resolution, but not optimized for lower screen resolution.

## Information about the tasks

### Task 1 and 2:

- Filename: HelicopterNormal.java
- Location: helicopter/HelicopterNormal.java
- General information
  - Just a helicopter sprite which flies around.
  - Tap to send helicopter to the position you've tapped.
  - Drag to drag the helicopter.
  - Position showed at top left corner.
- **Some bugs:**
  - Might get stucked to the edges (something with the collision)
  - Doesn't start properly when you've finished dragging. Need to be patience with tapping, might register it as drag sometimes.

### Task 3:

- Filename: HelicopterAnimation.java
- Location: helicopter/HelicopterAnimation.java
- General information
  - Mostly tested on Nexus 7.
  - Helicopter starts on the top left corner. It animates as well.
  - Position shows at the top left corner as well.
  - 6 balloons sprites, not animated.
  - Helicopter and the balloons bounces off each other if they meet/collides.
  - Tap to send helicopter towards that location.
  - Balloons speed is generated randomly between a range, might have low speed.

- **Bugs**
  - Helicopter might bounce out of the screen if you give it high speed.
  - The helicopter might get stucked to the balloons.
  - The balloons might get stucked to each other.
  - The balloons and the helicopter might get stucked to the edges (right edge).
    - Think it something with how I've coded, I think it might try to set speed two times or something. Didn't get time to test it more.
    - This also makes the balloons disappear from the screen sometimes.

#### Task 4

- Filename: Pong.java
- Location: pong/Pong.java
- General information:
  - Works on landscape mode.
  - Multiplayer, but not multitouch. One paddle can be moved at time, using touch function to drag.
  - Ball increases speed after 5 seconds.
    - Resets when someone scores.
  - 5 scores = game over, not 21!
- **Bugs**
  - The ball might get stucked to the paddle if it hits the corner of the paddle.
  - Sometimes the ball gets stucked at the wall as well.