**Stickman Punching bag Project Completion Report**

**Android Development Final project**

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# Summary of Any Outstanding Issues

As of right now, there are not any outstanding issues that I am aware of. The one issue that may happen is an OutOfMemoryException. This is usually caused by the animations of the stickmen. I have fixed it for the most part, but due to the lack of being able to test it how I would like to, I can only assume it is fixed. Besides that, the Application has zero outstanding issues.

# Modifications Made and Why

The following was modified and why:

* + Animations for the stickman were downgraded and resized
    - The images for the animations I had created were too big for the application to handle. Since the size was so big, when loading the images, the application would crash with an OutOfMemoryException. I was able to fix this for the most part. I believe it is completely fixed, but I can only test the memory so much.
  + Different Combinations of Punches during the game
    - I had originally planned, from your advisement, to add more complex combinations for the game punches to count. I had to simplify this due to the lack of time to get the project completed. If I had one more week, I could have done this in a more complex and enhanced way.

# Major Issues Encountered

There was only one big problem that was encountered during work this project. The animations image files caused an OutOfMemory Exception during runtime, as mentioned. I fixed this by decreasing the number of images I use; downsizing the size of the images, and making the project use a large heap. Besides that, there were only minor problems that were fixed easily.

# Minor Issues Encountered

* Changing of the theme changed the color of alert dialog’s background colors, but not the text.
  + FIX: I created custom dialog boxes with my colors.
* High Scores Activity Layout was problematic due to my custom buttons.
  + FIX: Created separate view elements for each data I retrieve.

# What I Learned From This Project

I learned a lot from this project. The main thing was to plan ahead and plan for mistakes. By learning this, I will be able to better plan my future projects and handle mistakes with ease and precision. Along with that, I learned about how limited the memory of Android devices are. Due to my constant error of OutOfMemory, I learned this quickly and was able to fix it. I will know in the future to research more about this and how to avoid it before starting a project. Lastly, I learned how to manage my time with a project. Although I still ran out of time to do everything I wanted, I learned to manage my time better. Overall, I Learned a lot from this project and look forward to using the knowledge in my future projects.

# Wow Factor

The following is what I consider my wow factor:

* Animations
  + Although this was the main part of my project, I still consider it a wow factor since I created the animation images by my self using the 3D Animation program, [Blender](http://www.blender.org/).
* Different Punch Modes
  + I implemented different punch modes for how the game will count the number of punches you do. In order to earn punches, you must perform the correct punches.
    - I was only able to implement simple modes due to time constraints.
* Splash Screen
  + I created a splash screen what appears when the Application first runs. The splash will show the logo of my app and contact information.