Mobile Game Development 2016

### Assignment Final Submission (10 marks for the group 10 marks for the individual)

Name of Group: 20680E

Name of Game: Runner

Please bring one copy of the group report to the demo. Each individual should separately print out the code they wrote and put their name on the top of the pages.

Group members (sign if you attended the demo)

Please summarize the code you wrote

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | MailID | Signature | Individual contribution summary | Individual Mark (10) |
| Fan Zhang | Fanzy009 |  | Draw the stick man using PS, group them as sprites:  Import sprites into game, make animation  Change animation depends on  Player state |  |
| Austin Walkley | Walan002 |  | I did touch detection, collision detection, drew the block sprite, moved hitboxes when touches happened and made blocks bounce |  |
| Callum Rosewarne-Reece | Roscs004 |  | Got background sprites, drew them to screen, made them move in game, made background ‘endless’, drew platform to run on, created ‘game speed’, created score label, wrote camera code |  |
|  |  |  |  |  |
|  |  |  |  |  |

Group (10%)

Degree of difficulty?

Does it work; is it integrated?

Are there player experience goals?

Has it been playtested?

Absence of bugs?

Report.

Individual (10%)

Name:

Fan zhang

Scope of coding:

Import all sprites as animation

Change animation depends on player state

Degree of Difficulty

It’s hard for me, especially how to switch animations, I can’t find useful information online.

Bugs

Bugs we met:

When click the flip button, run animation and flip animation both showed up.

Or only one animation showed up.

Name:

Austin Walkley

Scope of coding:

Collision Detection

Touch Detection

Made blocks and made them bounce

Degree of Difficulty:

I guess it was ok, took a bit of time, but could be achieved with simple logic.

Bugs:

The game doesn’t scale well on small phones

The blocks don’t bounce very nicely because the speed I wanted them to go wouldn’t allow it

Jump only does an animation I think, doesn’t move the sprite up, thus moving its rectangle

I hope that’s it :P

Name:

Scope of coding

Degree of Difficulty

Bugs