Assessment02 Report

Game One is a balloon-popping game. It has 15 objects that if you tap, the object is destroyed. If you pop a particular object though, you lose a life and if you lose 3 lives or pop the rest of the objects without dying, the game ends.

This was built using Lab 8, 9 and 10. Lab 8 and 9 to randomly generate the sprites and Lab 10 to destroy the objects with the onTouch method.

There are multiple bugs with this game that, with my knowledge, I could not fix. There are at times, if you press the screen to destroy the intended object, another object close to it/on the opposite side of the screen, destroys at the same time.

The score and lives don't add up correctly.
I have made it so that each friendly object adds the score by 1, and when you destroy all the friendly objects and the game ends, thus the final score is 10. But the score can go over 10 with only 8 or 9 friendly objects destroyed and it is the same with lives. The game can end when only 1 or 2 of the unfriendly objects are destroyed.

Finally to end the activity when the game finishes, I could not make the sprites stop moving, so instead I put a short timer that finishes the activity after the certain score or lives destroyed is reached.

Game Two is a snooker-like game, built using Lab 7, 8, 9 and 10. Lab 7 to be able to drag the white ball around, Lab 8 and 9 to randomly generate the sprites and their coordinates and finally Lab 10 to destroy objects when the whiteBall sprite hits any other sprite.

The balls randomly generate in x and y coordinates and then you touch the white ball to drag it over the rest of the snooker balls to destroy them.

I tried multiple times to add the collision between the 2 sprites but failed in doing so. To make the game better, I would have used an accelerometer to control the ball.