

Programming Native App Interaction – Assignment 2

Part 2: Interactive Product, 65%

Assignment 2 requires the creation of game elements combined to meet a specification incorporating a number of user interactions. This assignment accounts for 65% of the module mark.

For this part of the assessment you are to specify and implement an app with a minimum of 3 activities

1. A landing page activity that allows navigation to the two other game activities of the app and some explanation of what the games are
2. A View turn based game that involves interaction with graphics, a score of some sort and a game over notification when the user has successfully completed the game.
3. A SurfaceView based action game involving interaction with and between sprites. This is most likely to be based on the examples used in the labs.

The **specification** for your product must **concisely** explain its features (and mention any that don't work!), any instructions or rules not included in the product itself and a description of user triggered and internal events. **The specification must also include references to sources of code, techniques or ideas not covered in class.**

You need to demonstrate basic competency in the range of techniques covered in labs of the module through your product to obtain a C grade. This could be achieved by some additions to the work covered in labs. To achieve higher grades you should modify and embellish these products with more features. You can also include other techniques not covered in class to show your mastery of the subject.

The work submitted must be your own work. References **must** be made in the report #and comments in the code to any sources of code or ideas used. You are not permitted to submit work that results from the completion of online, book or other tutorials – these will not be considered your own work – however you may incorporate referenced ideas into your work. **Your work will not be marked if you do not submit a specification document.**

Format of submission:

You should zip (preferably using 7zip) your project and specification (word format) into a single file with the name B00*****CA2.zip (where B00***** is **your** Banner number). It is important that you follow this instruction or your work may be lost after submission. This single file should be uploaded to the Assessment 2 link in the assessment section for the module on Moodle.

Your attention is drawn to the University's policy on cheating and plagiarism <http://www.uws.ac.uk/current-students/study/exams-and-assessment/>.