CS 386: TEAM SHADOWFAX

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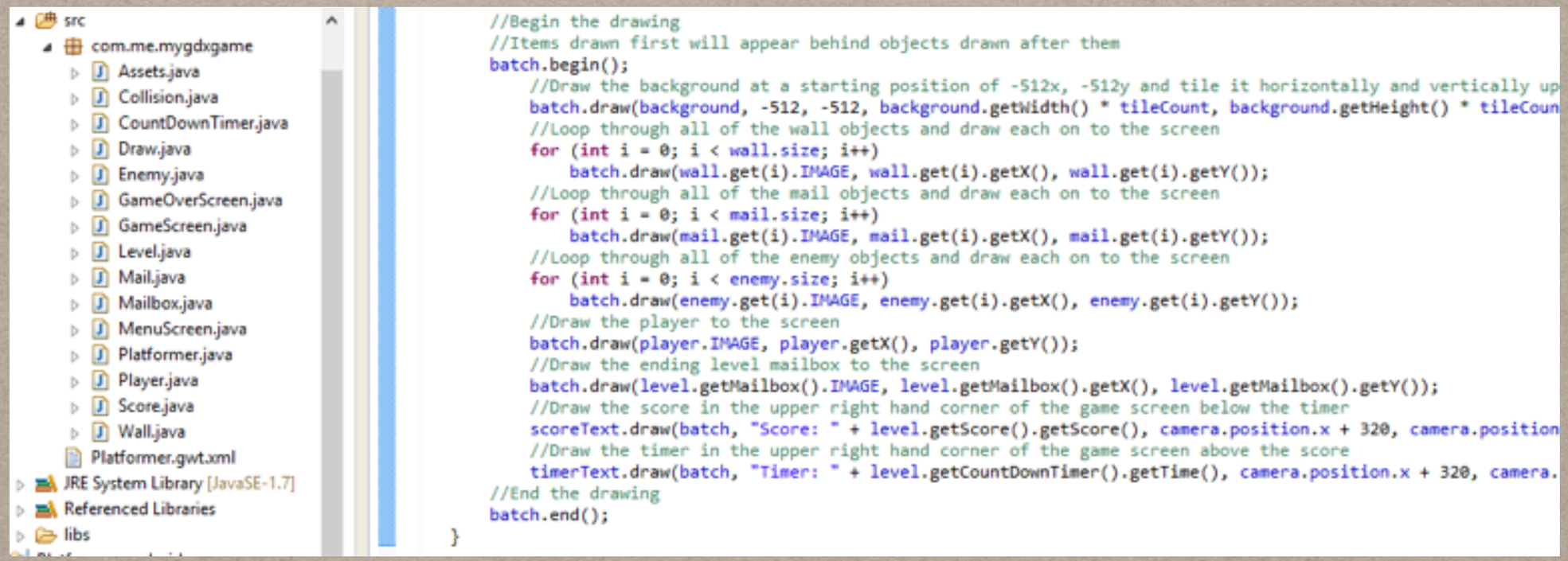
THE PROJECT: LIBGDX

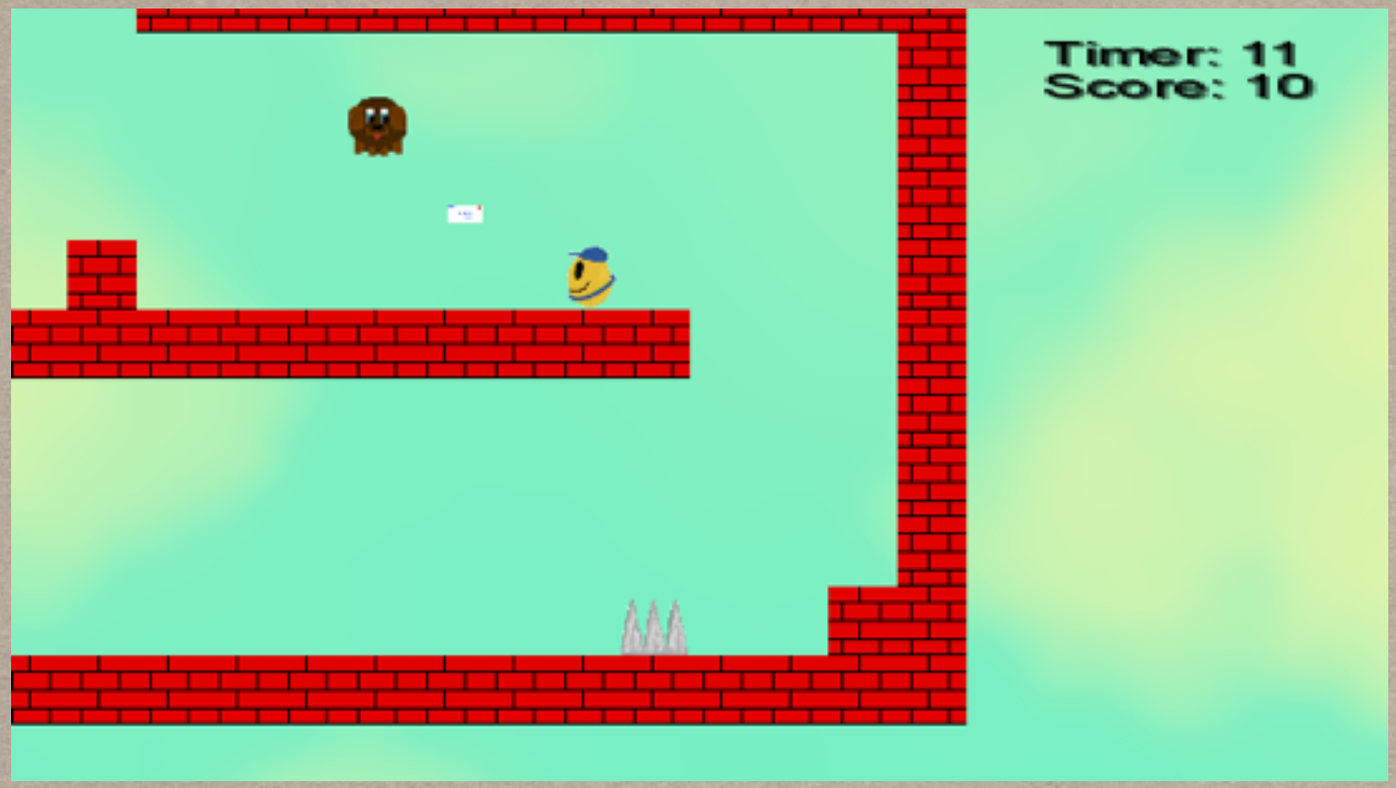
- A library for making desktop and mobile games in the Java programming language
- Integrates with the Eclipse IDE
- Provides user friendly tools to make complex tasks simple

LIBGDX


src
com.me.mygdxgame
Assets.java
Collision.java
CountDownTimer.java
Draw.java
Enemy.java
GameOverScreen.java
GameScreen.java
Level.java
Mail.java
Mailbox.java
MenuScreen.java
Platformer.java
Player.java
Score.java
Wall.java
Platformer.gwt.xml
JRE System Library [JavaSE-1.7]
Referenced Libraries
libs
//Begin the drawing
//Items drawn first will appear behind objects drawn after them
batch.begin();
//Draw the background at a starting position of -512x, -512y and tile it horizontally and vertically up
batch.draw(background, -512, -512, background.getWidth() * tileCount, background.getHeight() * tileCoun
//Loop through all of the wall objects and draw each on to the screen
for (int i = 0; i < wall.size; i++)
batch.draw(wall.get(i).IMAGE, wall.get(i).getX(), wall.get(i).getY());
//Loop through all of the mail objects and draw each on to the screen
for (int i = 0; i < mail.size; i++)
batch.draw(mail.get(i).IMAGE, mail.get(i).getX(), mail.get(i).getY());
//Loop through all of the enemy objects and draw each on to the screen
for (int i = 0; i < enemy.size; i++)
batch.draw(enemy.get(i).IMAGE, enemy.get(i).getX(), enemy.get(i).getY());
//Draw the player to the screen
batch.draw(player.IMAGE, player.getX(), player.getY());
//Draw the ending level mailbox to the screen
batch.draw(level.getMailbox().IMAGE, level.getMailbox().getX(), level.getMailbox().getY());
//Draw the score in the upper right hand corner of the game screen below the timer
scoreText.draw(batch, "Score: " + level.getScore().getScore(), camera.position.x + 320, camera.position
//Draw the timer in the upper right hand corner of the game screen above the score
timerText.draw(batch, "Timer: " + level.getCountDownTimer().getTime(), camera.position.x + 320, camera.
//End the drawing
batch.end();
}

CONTRIBUTION

- We were unable on our own to find a suitable enhancement to add to the project's code base
- Decided to ask the development community for suggestions
- Asked to develop a demo
- Built a game using the LibGDX library to act as a demo project for new users


Timer: 11
Score: 10


Timer: 30
Score: 43

CHALLENGES

- Biggest challenge was finding something to work on
- Spent first two weeks trying to identify a contribution
- Once we figured out what to work on, implementation was easy and straightforward

LESSONS LEARNED

- We learned that walking into a developed project with no previous involvement is incredibly difficult
- Documentation is great for learning a system, but working with it is the only way to really understand it