

Project Proposal (Change the topic from The Voice Message)

CSCI 6237 Project Proposal

Mini Spaceship

Date: Sep. 28, 2012

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Abstract

Nowadays, people are playing mobile games using simulate game pad on the screen or key board. But the problem is, the simulate gamepad has lots of delay on response and not precious most of the time. Key board is not always provided by a phone anymore while touch screen mobile are popular right not, besides, keyboard is sometime too tiny to use. So I decide to create a game not use any tradition way to control the character in the game. Imaging that, a game that is using the trajectory to control, and that is great! One need no more consider about left button, right button, just draw a line on the screen, the character will do the associated action exactly like the curve you draw. One can do straight line, or even a curve, and maybe a circle, and that is totally depends on the user.

Strategy

The whole app is built on Android system environment using J2ME. This game's playing rule is use trajectory to control the plane and avoid to collision the item that generate on the screen. The game should cover different level by generate different numbers of items. As for the technology, the app should cover the path generate, path analysis, spaceship animation, and also collision detect. As for the item it should cover random algorithm and moving animation. As for the record, should use Timer task to record the time and change it dynamically. As for the Menu changing, should cover intern initiation. As for the whole game, the app should cover multi threads.

Unknown & Problems

- 1) The problem I am considering first is how to store the record on local machine without using database
- 2) The problem that is coming is how to balance the spaceship's animation speed

with the items' animation speed.

Implement Plan

- Step 1. Look at the Path API to generate path on the screen
- Step 2. Look at the interaction API to generate onDraw function
- Step 3. Look at the animation API to generate moving function on both the space ship and items.
- Step 4. Start implementing the core parts includes trajectory drawing, path analysis, space ship animation, space ship moving according to the trajectory. Start implementing the items' animation, random generation, and collision detect.
- Step 5. Start implementing the sound effect, timer record, and test.

Sketch user interface

```
//generate space ship
Public void generateSpaceShip();
//generate items
Public void generateItem();
//collision detect
Public void collsionDetect();
//traceView generate trajectory
Class traceView extends TimerTask;
```

Demo Plan

I would like to show my demo by using my own tablet machine and the app should be pre-installed on my machine. The game should works properly when displaying the demo. Demo should include main menu, gaming detail, and most part of the functions.