

CS360 Extreme Programming II

1) Each of the following groups are to get together on a single computer with a single Smartphone:

Group#1: Amano, Wigness, Biasca

Group#2: Upshaw, Ferguson, Schimke

Group#3: Alex, Russell, JJ

Group#4: Oshiro, Jensen, McGregor

Group#5: Kent, Mazar, King

2) Grab the boiler plate code for a simple game at 18.Code\SimpleGame. The SimpleGame project contains simple functionality for moving sprites, playing sounds, orientation sensor, and drawing to a surface. Using this boiler plate code, you are to do the following:

a) Get the blue ball to move smoothly on the display in any direction by simply tilting the device. Do not allow the blue ball to go outside of any wall.

b) When the user hits START, place five green balls in random locations on the display and allow the user the ability to move the blue ball on the screen trying to intersect each of the green balls as quickly as possible. This is a timed event, so when the user hits the last green ball, show the user the amount of time it took to hit all balls.

c) When a ball is hit, play a sound effect. If the user hits a wall, play a different sound effect and add 5 seconds to their final time.

d) If you have time, place 10 balls on the screen, 7 green balls and 3 yellow balls. The green balls are the one's you want to get. Intersecting a yellow ball will cost the player 5 seconds of time. Do not remove any yellow balls from the screen. Only remove green balls.

Note: You can use any existing code you want to help you complete this project.

By 2:15pm, drop your project in the CS360 Drop Box and relax. We have one class remaining!!!