



Homework 4

Due by Feb 24 Friday 16:30

Subject: Animation

In this assignment you will write an Android game app that will utilize the techniques you learned in the last two weeks (ch7-8 of the textbook).

You will implement the Duck Shoot Game app. You have a cannon like the one in Cannon Game, but this one is fixed, pointing right to the wall across. You have a number of ducks lined on the wall and moving first left to right. As a duck disappears from the right, it goes to the next line closer to the cannon, all ducks follow and they move to the left, and from there they get closer to the next line, and so on. As duck move closer to the gun, they eventually hit the cannon and the gamer loses. The gamer can double tap the screen and shoot the ducks, and he/she shoots all ducks, then the gamer wins.

You can use your friends' pictures instead of ducks if you like :-)

Bonus (10p): Slide your finger to move the cannon up and down.

Deliverables:

1. Submit a zip file named **firstname-lastname-hw#.zip** containing the following:
 - a. A document showing the screenshots of the emulator or the device for the app (DuckShootGame). Name the document as **firstname-lastname-hw#.pdf**. For example erdogan-dogdu-hw4.pdf. Document should have a header like the following:

BiL425 Software Development for Mobile Apps (Spring 2014)
Homework 4
Date: Feb 21, 2014
Name: **Firstname Lastname**
 - b. DuckShootGame project directory (including bin, gen, src, res, etc.)
2. Submit your homework to bil425bahar14@gmail.com by email w/ subject header "[BiL425] HW4" and email attachment **firstname-lastname-hw#.zip**.