

# Lappeenranta University of Technology

## Android Code Camp

Group 10

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### **The Idea**

BaseJump is a simple game about base jumping. The main goal in the game is to collect points and get a high score. The player gets points by deploying the parachute as late as he/she can and then by trying to land close to the goal pole. The jumper can be controlled mid air by rotating to left and right and therefor to find an optimal angle to float.

Wind generator is used to randomize each jump and it generates different type of winds. Different types were meant to change the difficulty of the game i.e. small breeze or hurricane type weather conditions.

Also the game will provide the list of High scores, where the user can compete against each other.

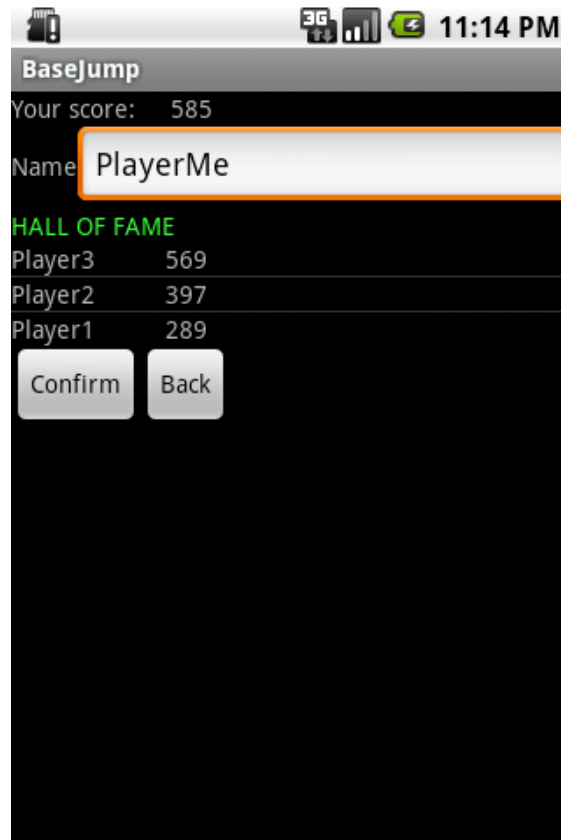
### **Description**

The implementation of basejump is based on the lunar lander sample from the Android SDK. Although the sample provides a lot of information it's a little difficult to follow and necessarily doesn't explain a lot. As the Codecamp is only a week long we had to take the time limit into consideration.

The project itself was a success as we got the game into a playable form but it lacks some key functionality that was thought at the beginning. One of these was the ability to control the player with the accelerometer, but as we didn't have time it was left out.



In-game screenshots



High score screenshot

Graphics are drawn in the surfaceview using canvas.draw method. It's not an OpenGL implementation which would be preferred for games, but it works really well for small 2D games. The player consists of three different drawable bitmaps, one for each different state. Parachute is a different bitmap that is drawn above the player character. Idea was to make them swing separately with physics but we didn't really have time to build the physic engine.

High scores are saved to an SQLite database and displayed in its own activity. At the current state the high score only saves the player name and points. The idea was to collect more information about the jump, just as number of back- or front-flips and flight time.

## **Summary**

Codecamp teaches a lot in a short period of time. With all the difficulties we were facing during the implementation, because we didn't have previous experience with Android nor with game development, we managed to make the game work with some nice graphics.

We chose a challenging game application, because the best way to learn is to challenge yourself. Furthermore in CodeCamp no is left alone which encouraged us to take this challenge, you always find some one who can help you either within your group or from other participants.

Finally we believe that one of the most important benefits of this course was learning to work in a team, which is very useful for software developers.