

PLANET



PROTECTORS

# Planet Protectors

**Project: Term Project**

**Sample Design Document**

**Version 1.0**

## **Team Members:**

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## Overview:

This document contains all the sample code, images and design flow which are of draft version and doesn't show the final version of the game. The project is still in its developing phase. The game is designed to work for Android devices having Android framework version 4.4.2 also known as Kit-Kat version. The game is currently being designed for Nexus 7 tablet. This is our team first Android Game. Most of the material provided are source code for different functions in the game and blank images without any background as designing has not been started.

The different tools and languages we are using for designing, developing and Testing the project are mentioned below.

## Programing Language

JAVA

JavaScript

## Tools:

### Developing

GameMaker – Studio

### Testing and Simulating Android Devices

Eclipse IDE – LIBGDX

### Designing Images and Layout

Adobe Photoshop CC

Microsoft Paint

### Text Editor

Notepad ++

## Device:

**Developer:** Google, Asus

**Manufacturer:** Asus

**Product family:** Google Nexus

**Type:** Tablet computer

**Operating system:** Android 4.4.2 (KitKat)

## Source Codes

### Main Menu Start Button Object Code

#### Information about object: start\_obj

Sprite: Start

Solid: false

Visible: true

Depth: 0

Persistent: false

Parent:

Mask:

Mouse Event for Left Button:

Go to next room

### Exit Button Object Code

#### Information about object: exit\_obj

Sprite: Exit

Solid: false

Visible: true

Depth: 0

Persistent: false

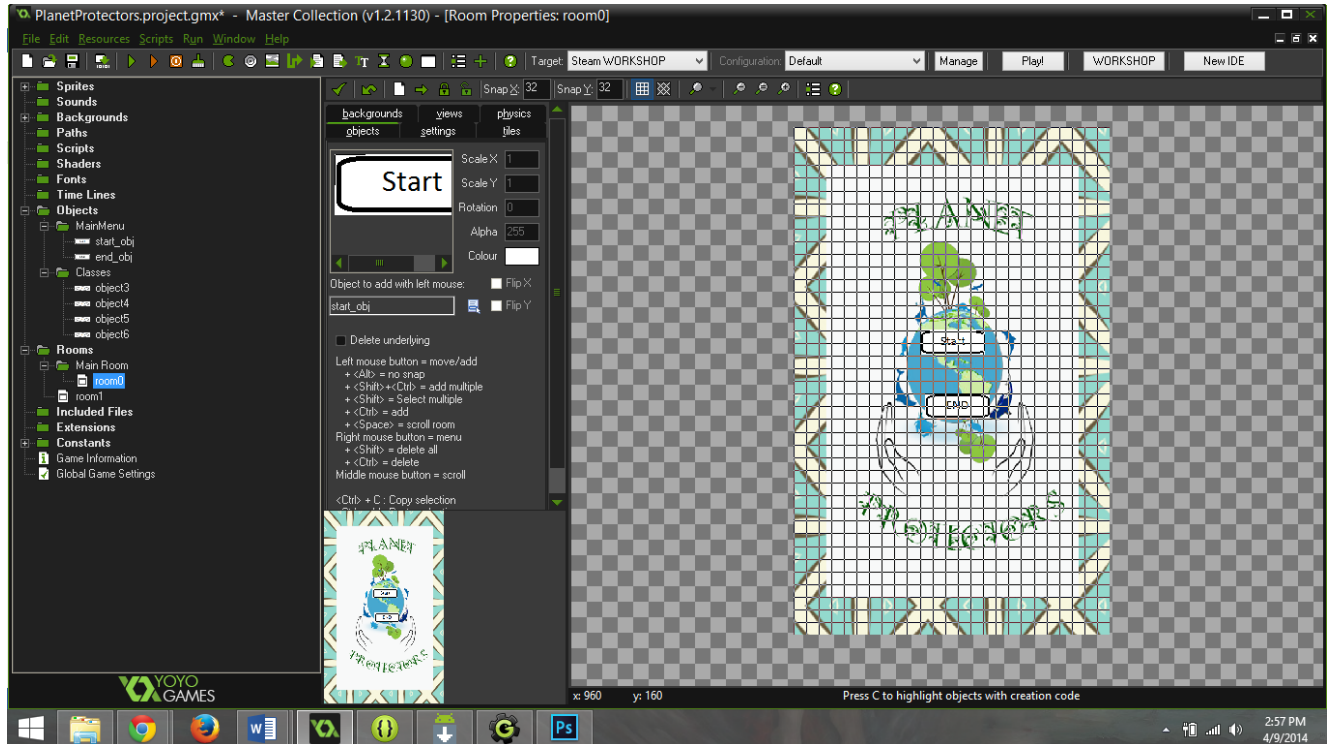
Parent:

Mask:

Mouse Event for Left Button:

end the game

ScreenShot of the HomeScreen



ScreenShot of Game Working in Tablet.



## Scripts :

### Source Code for Starting the Level after main menu screen

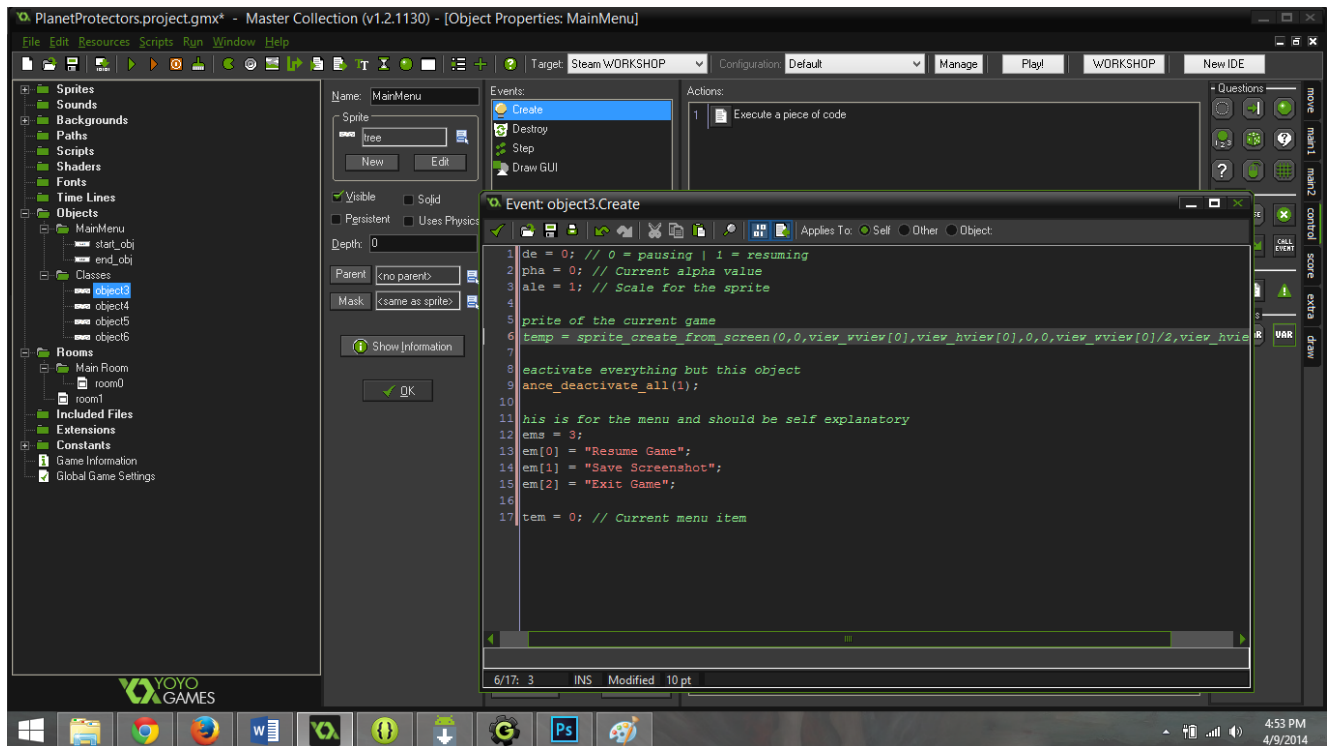
```
if room==rm_main {  
    order=true;  
    maxquest=22;  
    quizstill=true;  
    scr_questions();  
    scr_queue();  
    keyboard_set_map(ord('1'),vk_numpad1);  
    keyboard_set_map(ord('2'),vk_numpad2);  
    keyboard_set_map(ord('3'),vk_numpad3);  
    keyboard_set_map(ord('4'),vk_numpad4);  
    correct=0;  
    lastcorrect=false;  
    cantgoback=false;  
}
```

### Information about Pause Menu

```
p_mode = 0; // 0 = pausing | 1 = resuming  
p_alpha = 0;  
p_scale = 1;  
p_temp =  
sprite_create_from_screen(0,0,view_wview[0],view_hview[0],0,0,view_wview[0]/2,view_hview[0]/2);  
instance_deactivate_all(1);  
m_items = 3;  
m_item[0] = "Resume Game";  
m_item[1] = "Save Screenshot";
```



```
m_citem = 0; // Current menu item
```



### Answer Button Layout

## <ImageButton

```
id="@+id/imageButton1"
```

```
layout_width="wrap_content"
```

```
layout_height="wrap_content"
```

```
layout_centerHorizontal="true"
```

**layout\_centerVertical="true"**

```
src="@drawable/buttonAnswer" />
```

## <RelativeLayout

```
layout_width="match_parent"
```

`layout_height="match_parent"`

```
background="@drawable/background" >
```

## <ImageButton

```
id="@+id/imageButton1"
layout_width="wrap_content"
layout_height="wrap_content"
layout_centerHorizontal="true"
layout_centerVertical="true"
src="@drawable/buttonAnswer1" />
<ImageButton
id="@+id/imageButton2"
layout_width="wrap_content"
layout_height="wrap_content"
layout_below="@+id/imageButton1"
layout_centerHorizontal="true"

src="@drawable/buttonAnswer2" />
<ImageButton
id="@+id/imageButton3"
layout_width="wrap_content"
layout_height="wrap_content"
:layout_below="@+id/imageButton2"
layout_centerHorizontal="true"
src="@drawable/buttonAnswer3" />
<ImageButton
id="@+id/imageButton4"
layout_width="wrap_content"
layout_height="wrap_content"
layout_below="@+id/imageButton3"
layout_centerHorizontal="true"
src="@drawable/buttonAnswer4" />
```



IF YOU RECYCLE ONE TON  
OF PAPER, HOW MANY  
TREES CAN YOU SAVE?

ONE HUNDRED

NINE

SEVENTEEN

ONE

Logic for Correct answers:

```
Q=get_string("If you recycle one ton of paper, how many trees are saved?:","type answer here")
```

```
if Q = "Seventeen"
```

```
{
```

```
show_message("Correct")
```

```
}
```

```
else
```

```
{
```

```
show_message("Wrong")
```

```
}
```

Source Code for Pick the correct Picture

```
cur=0
```

```
sel=1
```

```
global.points=0
```

```
global.len=23
```

```
qnumb=global.len
```

```
pic[0]=sprite0
```

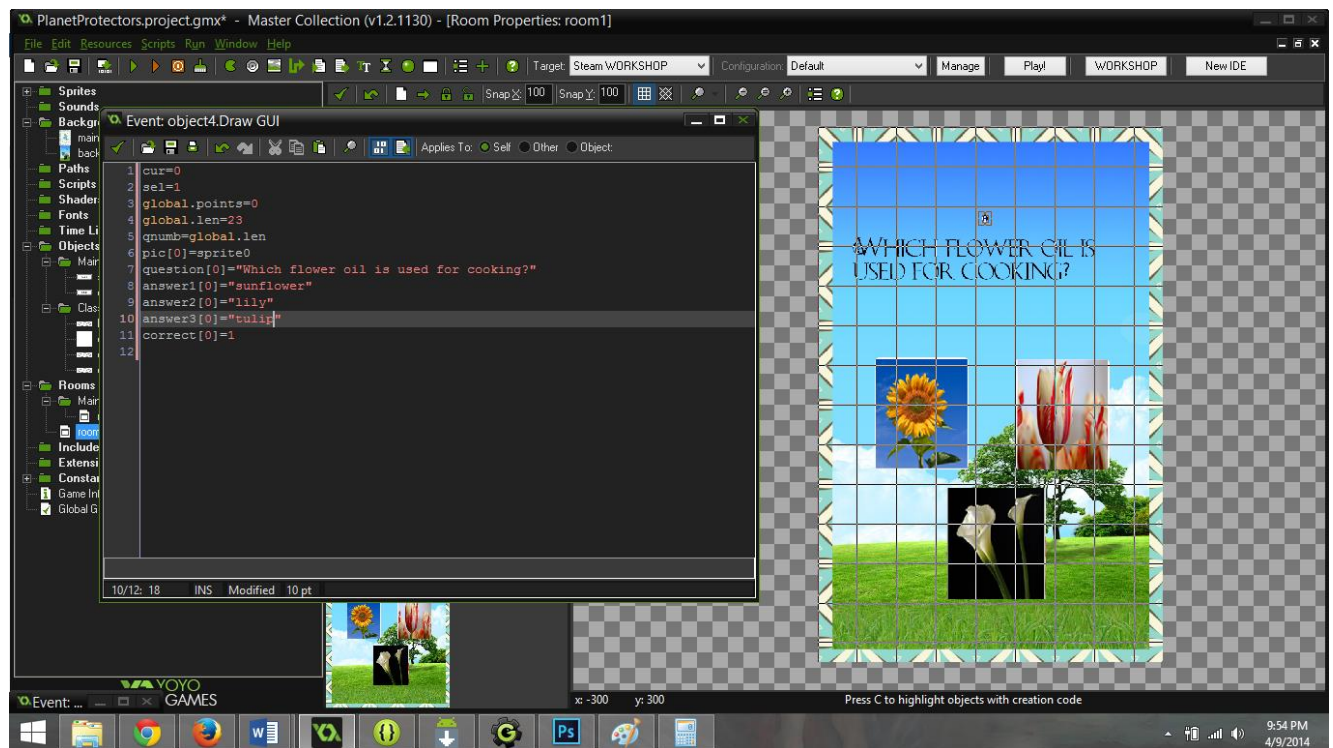
```
question[0]="Which flower oil is used for cooking?"
```

```
answer1[0]="sunflower"
```

```
answer2[0]="lily"
```

```
answer3[0]="tulip"
```

***correct[0]=1***



### ***Future Expectation***

***A complete design and game guide will be presented during the submission of the project.***

***Apk will be provided for the execution of the project.***

***A quick video tutorial will also be presented.***