

Mobile Application Development for BlackBerry Devices

Assignment 3

Learning Objectives:

Learning how to modify the user interface on the fly is also important, especially for interactive applications such as games. Here you will learn how to draw interesting user interfaces that can be dynamically using the RIM APIs.

Part 1 – Maze:

Create a maze game for the blackberry device.

You must use graphics, walls, open spaces, a player, and a destination marker.

The player should be able to move around the map and the user interface should update to reflect the moves. Game logic should be implemented to prevent the user from walking through walls and should signal that the user has won when they reach the end point.

Example:



Part 2 – PACMAN GUI:

Create a graphical user interface for a full implementation of the Pacman game.

You must only use the RIM APIs.

The GUI includes:

- Walls
- Empty pieces
- Pieces with Pacman's "food"
- Ghosts
- Pacman

Screenshots:

