Game Design and Development for Mobile Devices

Assignment 1

Learning Objectives:

The objective is to learn how to use graphical components, layout managers, positioning items on the screen and using multiple screens.

Part 1 – An Adventure RPG Game

Your hero is in trapped in a world and must fight his way past hordes of enemies to obtain the necessary amount of keys to unlock the door to his escape.

Build a full screen role playing game where a character must explore a world and find an item to escape it. Use multiple screens, one can be for navigating the world, and another for battles or items, etc.

You must utilize:
- BitmapFields
- Layout manager(s)
- Key presses
- Multiple screens.

Screenshots: