

# Game Design and Development for Mobile Devices

## Lab 3

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### **Objective:**

Develop a Java ME game using the Research In Motion APIs. You will understand the APIs better and develop a simple mobile game. The game is a single player game where a car moves through an obstacle course.

### **Prerequisites:**

BlackBerry JDE 4.2.1

### **Exercise 1:**

Building the game by putting together the source code, the first thing needed is to develop the main user interface. Download the frmMain.java and prepare the screen to accept key presses.

### **Exercise 2:**

Build the game's core. Here you will need to design your level in this case, an open road and position where your player's starting location will be. Fill in the code required to all for movement and boundary conditions.

### **Exercise 3:**

Create obstacles to be placed in the path of your player. Within Obstacles.java add to the methods to create the objects to be placed in the path of the player and call to the Game.java to create them. After the objects appear on the screen, shift them down

### **Exercise 4:**

Create the Obstacles class to:

Run within a thread

Run in a loop

Call the Game class to shift down the obstacles

Use random numbers to choose where the obstacles should be created

Create new obstacles (by invoking the AddObstacle method)