

Mr. Giansante



Project:
Racing
Game

March 2019

Car Racing Game

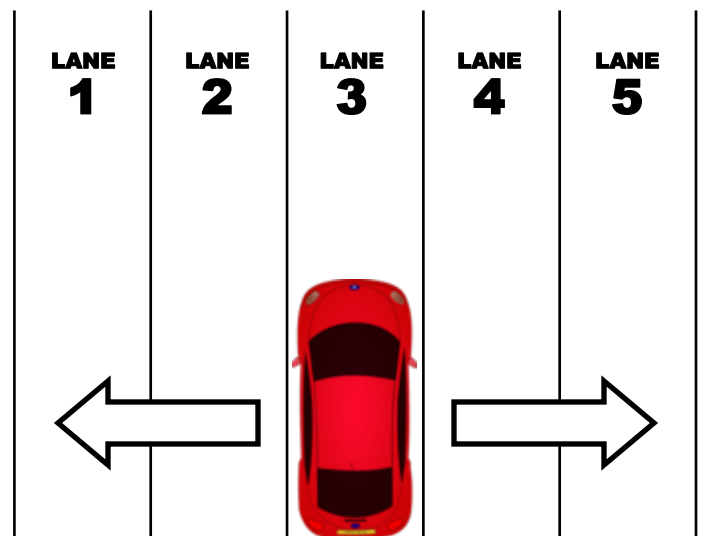
Design an Android App that will simulate a simple car racing game.

Cars should appear at the top of the screen and move towards the player. The player should avoid the cars by moving left and right.

A similar game is the 80's Spy Hunter (screenshots below).

The App should contain **some** of the following:

- Score
- Timer
- Speed / Difficulty Level
- Power-ups (ie. gas, turbo)
- Background Music



Use a variable to keep track of what lane the driver is in.

Racing Game



Learning Outcomes

Programming Concepts and Skills

- A1. demonstrate the ability to use different data types, including one-dimensional arrays, in computer programs
- A2. demonstrate the ability to use control structures and simple algorithms in computer programs
- A3. demonstrate the ability to use subprograms within computer programs
- A4. use proper code maintenance techniques and conventions when creating computer programs

Software Development

- B1. use a variety of problem-solving strategies to solve different types of problems independently and as part of a team
- B2. design software solutions to meet a variety of challenges
- B3. design algorithms according to specifications
- B4. apply a software development life-cycle model to a software development project

Please fill out all the information in this column using a pen before getting this assignment marked.

Name

_____ _____
Date Class

Academic Honesty

The work I am submitting is completely my own creation and has not been copied from anyone else's work. If I have received help on this project, the names of those who have assisted are listed below.

Signature

Pre-Marking

The following people have pre-marked this assignment:
(minimum of two)

User Interface

- Appropriate Title, Author Information, etc.
- Efficient and Esthetically-Pleasing User Interface
- Spelling and Grammar are correct

Code / Programming Style

- Variables are declared and logically named
- Code is commented where appropriate
- Code is indented and spaced to show structure
- Code is efficient

Work Ethic / Problem Solving Skills

- Problem Solving Skills are demonstrated
- Makes Productive Use of Time
- Only Seeks Help when Necessary

Program-Specific Criteria

- Speed / Difficulty Level
- Timer
- Power-ups (ie. gas, turbo)
- Background Music

Teacher Comments

- Level 1 - Limited ability to meet standard and limited effectiveness
- Level 2 - Some ability demonstrated and moderately effective
- Level 3 - Considerable ability demonstrated, considerable clarity or accuracy
- Level 4 - Thorough, high degree of skill demonstrated, insightful, highly accurate

Level