"Be Together" Android Application

"And We" Group

Zhang Zhehui Wang Mei
Qiu Xinting He Kun

Contents

1 Task Allocation

2 Breif Introduction

3 User Interface & Animation

4 Main Algorithm Component

5 Sound Effect Component

6 Conclution

Task Allocation

Task Allocation

Qiu Xinting:

Main Arithmetic Conduct

Zhang Zhehui:

System Structure

Wang Mei:

Interface Anmation & PPT

He Kun:

Sound Effect & Report

Breif Introduction

Breif Introduction

Have you ever worried about emotion problems?

When you find it difficult to seek the romance, have you given up then pursue the bromance?

romance

?

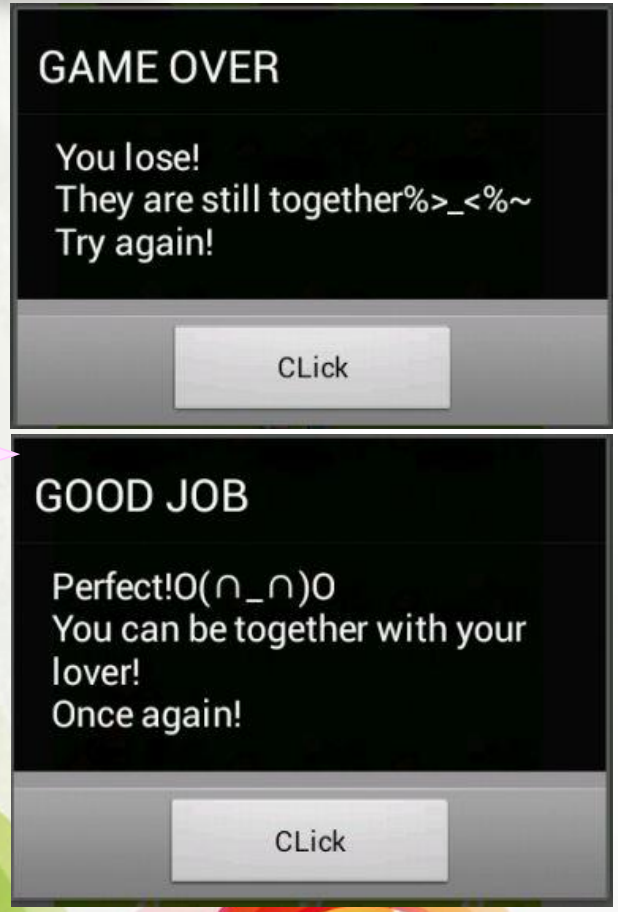
bromance

Breif Introduction

Well, to be simple and concise, we create the chance for you to break up lovers and get together with the one you love. break up the couples, get your score, then begin another love story.
Move ! Move! Write your love story in our Be_Together.

Break them up!
You can get two kinds of results.

Breif Introduction

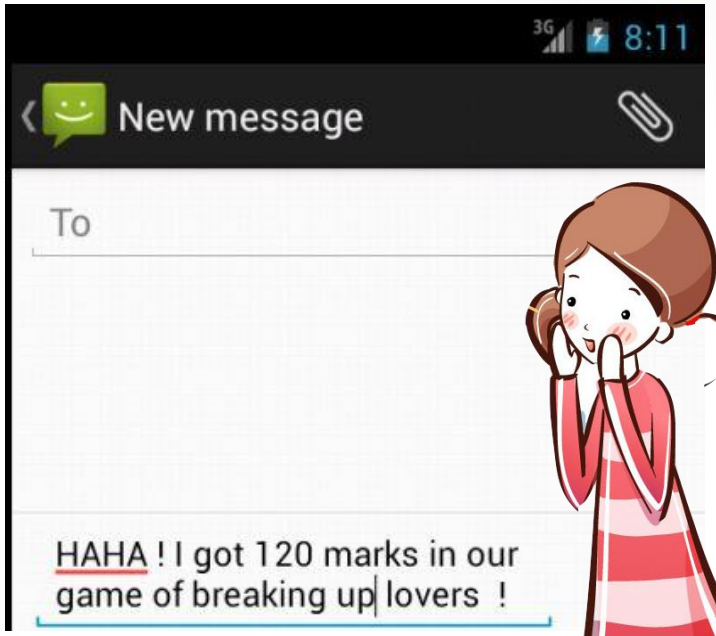


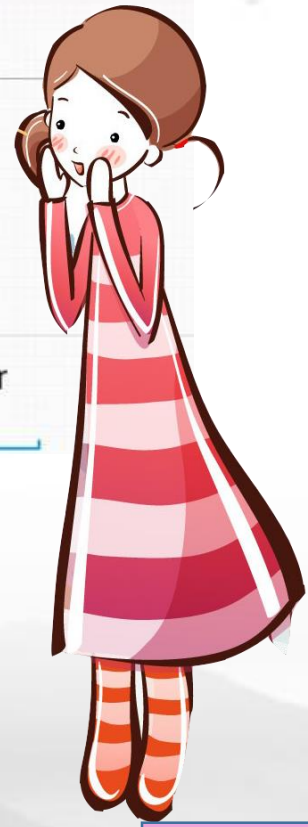
rosults~

If you still wait and see their happiness as an outsider. You can never real love all the life time~ Sometimes the third wheel makes love deeper, It is also an achievement for you. By the way, a good news for everybody here.， The App is still free now~

Breif Introduction

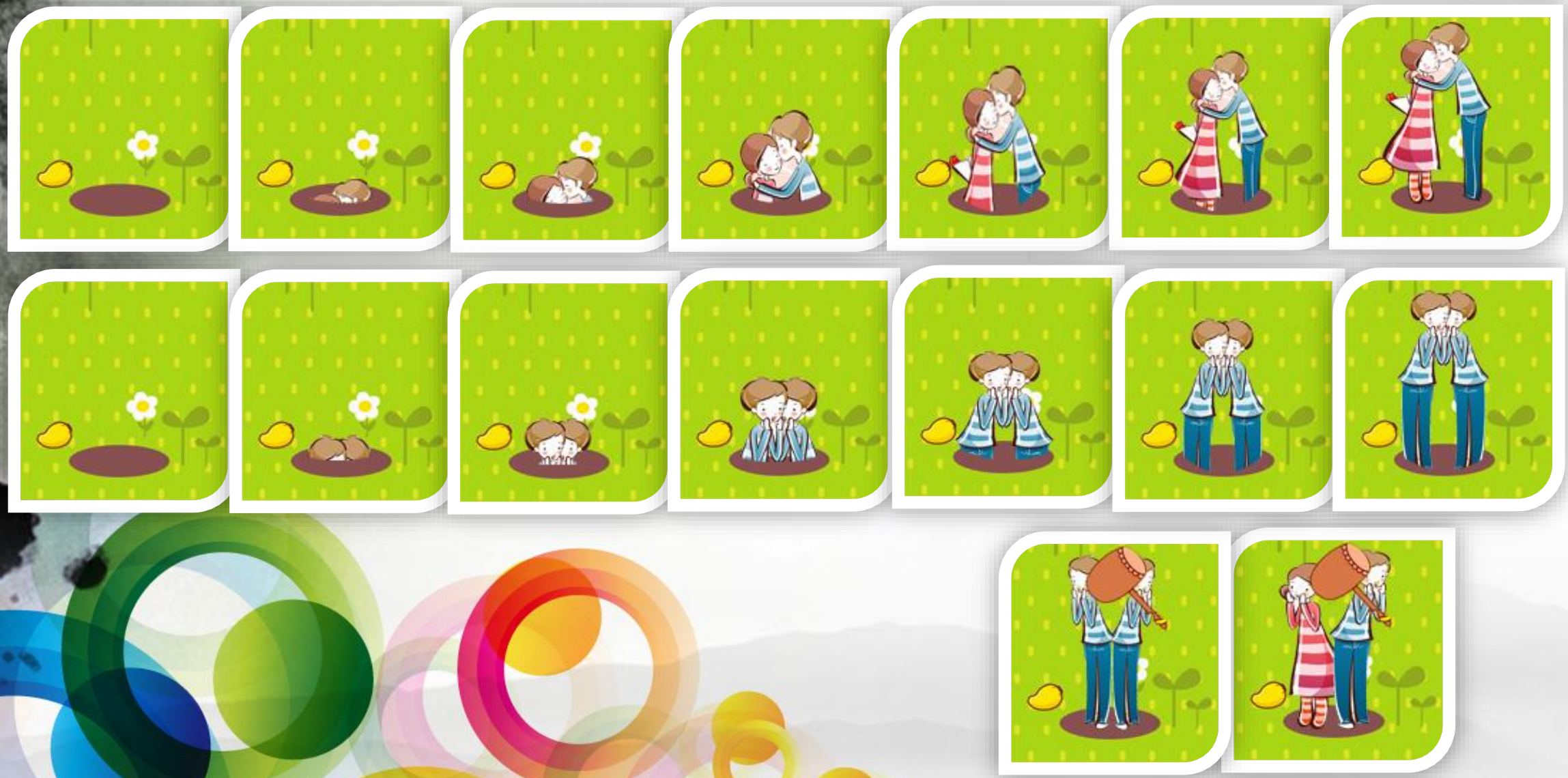
If you are interested, call 5201314 now~ Our pretty Goddess is waiting for you!
Specially for our team, you can share you scores with your friends!



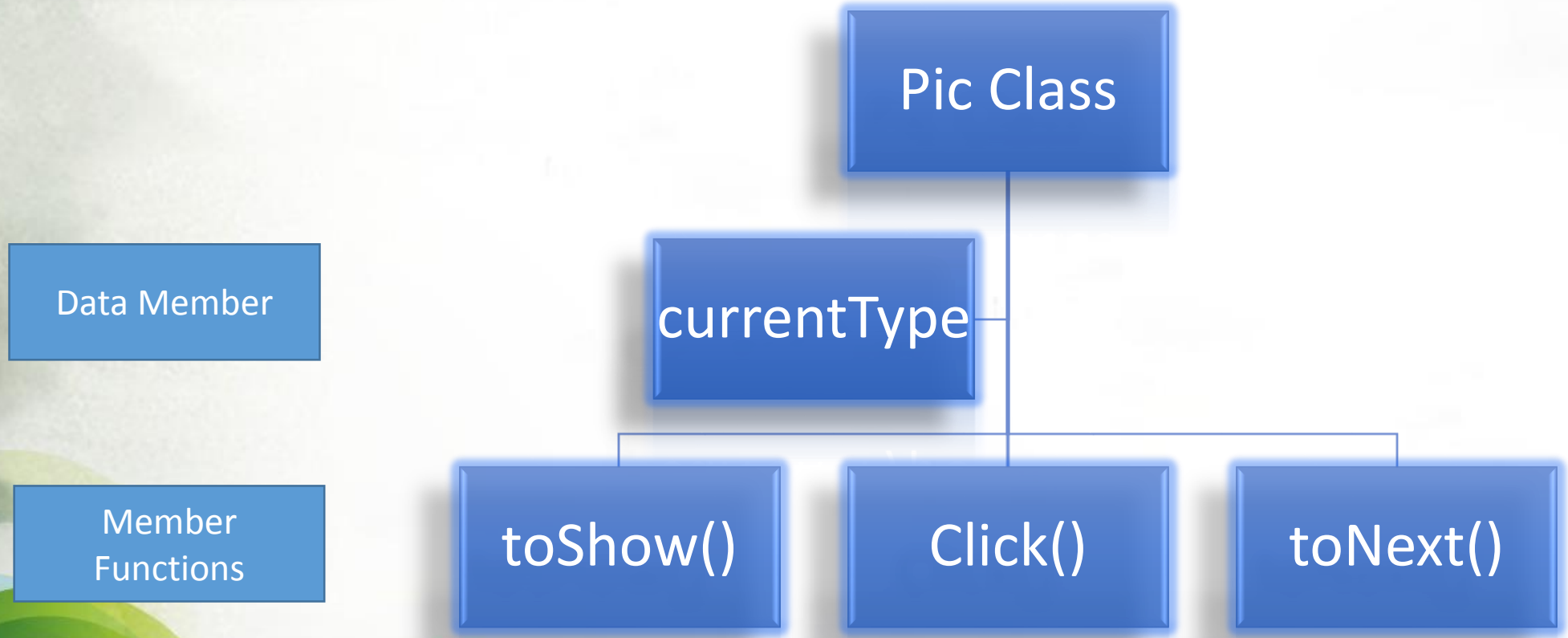


User Interface & Animation

User Interface & Animation



User Interface & Animation



User Interface & Animation

Hash

currentType → Bit Map

integer	Bit Map
1	show1.jpg
2	show2.jpg
3……	show3.jpg……

cache

Value.put() → Value.get()

User Interface & Animation

Hash Bit Map

```
values.put(new Integer(13), loadBallView(resources,R.drawable.show1));
values.put(new Integer(12), loadBallView(resources,R.drawable.show2));
values.put(new Integer(11), loadBallView(resources,R.drawable.show3));
values.put(new Integer(10), loadBallView(resources,R.drawable.show4));
values.put(new Integer(9), loadBallView(resources,R.drawable.show5));
values.put(new Integer(8), loadBallView(resources,R.drawable.show6));
values.put(new Integer(7), loadBallView(resources,R.drawable.show6));
values.put(new Integer(6), loadBallView(resources,R.drawable.show6));
values.put(new Integer(5), loadBallView(resources,R.drawable.show5));
values.put(new Integer(4), loadBallView(resources,R.drawable.show4));
values.put(new Integer(3), loadBallView(resources,R.drawable.show3));
values.put(new Integer(2), loadBallView(resources,R.drawable.show2));
values.put(new Integer(1), loadBallView(resources,R.drawable.show1));
values.put(new Integer(0), loadBallView(resources,R.drawable.emptyhole));
```

User Interface & Animation

toShow()

random

currentType = up_one

currentType = bonus_up_one

User Interface & Animation

click()

currentType = Down_hit

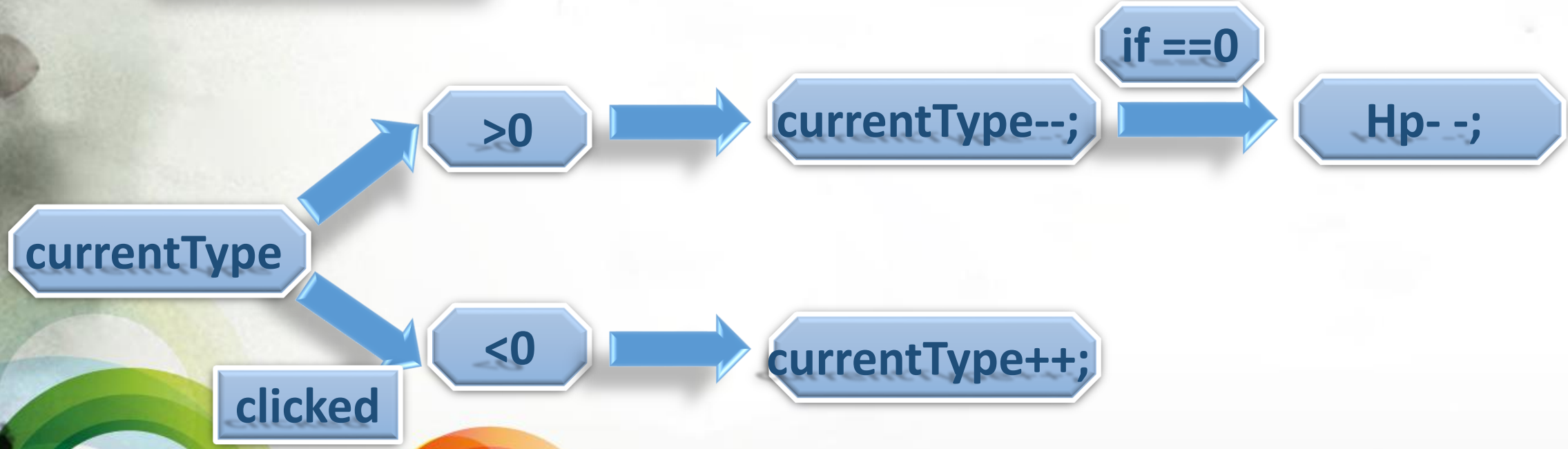
score++;

currentType = Bonus_Down_hit

score+=5;

User Interface & Animation

toNext()



Main Algorithm Component

Main Algorithm Component

- kickview
  - Thread one: flush100ms
    - ondraw
    - refresh the picture state
    - drawintopanel
  - Thread two: flush1000ms
  - onTuchEvent
- Share function

Main Algorithm Component

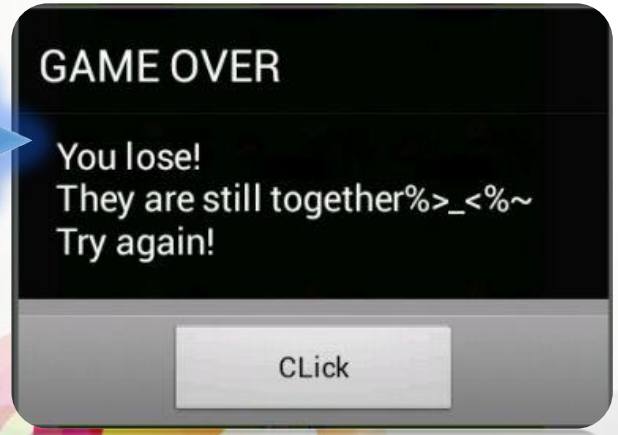
kickview

Thread one: flush100ms

ondraw

Life Value

Game Over



Main Algorithm Component

kickview

Thread one: flush100ms

ondraw

· show these 12 pictures in their newest state

An object of pic class

CurrentType

HashMap

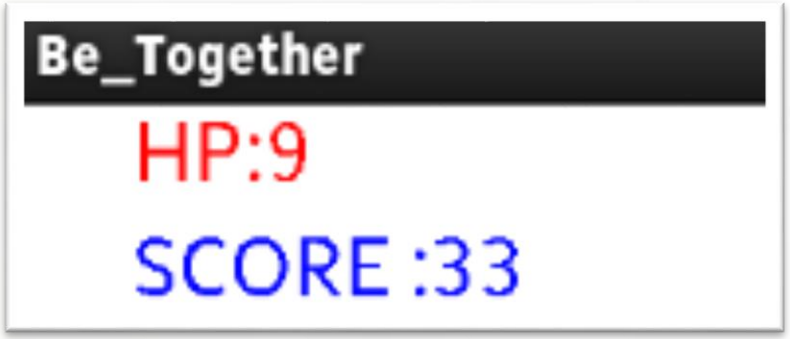
toNext()

Main Algorithm Component

kickview

Thread one: flush100ms

drawinfopanel



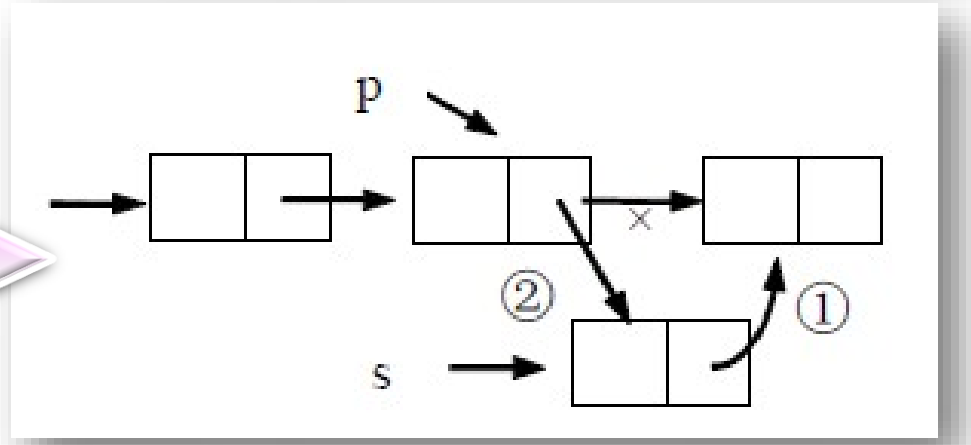

```
private void drawInfoPanel(Canvas canvas){
            canvas.drawText("HP:" + hp, 29, 20, PaintSuite.HPtxt);
            canvas.drawText("SCORE :" + hit_num , 29, 50, PaintSuite.HITtxt);
            }
```

Main Algorithm Component

kickview

Thread two: flush1000ms

the lovers appear randomly

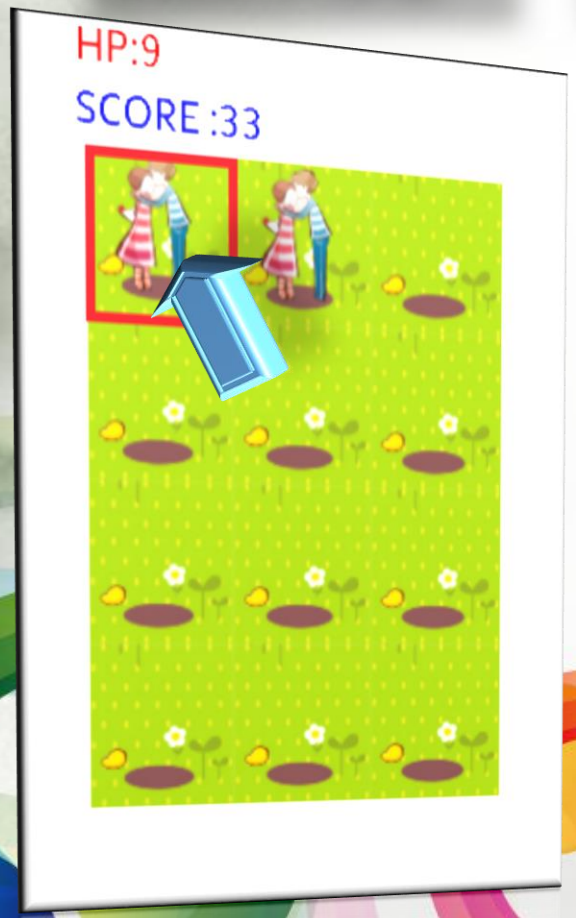



```
for(int i=0; i<random.nextInt(2) + 1; i++){
                temp.remove(random.nextInt(temp.size())).toShow();
}
```

Main Algorithm Component

kickview

onTuchEvent



click()

change the currentType to Down_Hit

15:54
Be_Together
HP:0
SCORE :52
Send mail...
分享到飞聊
分享到人人
蓝牙
微博

SONY
16:00
Send mail...
Flipboard
UC浏览器(乐园)
发送给朋友
分享到飞聊
分享到人人网
蓝牙
微博
我的标记
XPERIA

已完成。请点按以进行查看。
蓝牙
状态
开
显示此屏幕时，您的手机将搜索蓝牙
发现。
hk
点按后可与之配对
9:59
要接收内容吗?
XPERIA P 正在与您共享一些文件。
接受
显示此屏幕时
发现。
XPERIA
正在连接
HAHA ! I got 86 marks in our game of breaking up lovers ！
bluetooth_content_share[2].html

Sound Effect Component

Sound Effect Component

Background Music

Mediaplayer

Import the Mediaplayer class	• Code • import android.media.MediaPlayer;
Volume set	• Code • musicPlayerLoop.setVolume(0.5f, 0.5f);
Ending	• Code • musicPlayerLoop.release();

Sound Effect Component

Sound effect

Soundpool

Import the Soundpool class

- Code
- import android.media.SoundPool;

Definition of the Soundpool object:

- private SoundPool sp
  - sp = new SoundPool(4, AudioManager.STREAM_MUSIC, 100)

Playing

- Code
- sp.play(soundId_lose, 1f, 1f, 0, 0, 1)
- Parameters: sp.play(soundId, leftVolume, rightVolume, priority, loop, rate)

Sound Effect Component

Report

Latex

1 INTRODUCTION

This report aims to introduce what we have done with our program.Some works are displayed in pictures.

Our program is called "Be Together".

Have you ever played a game called "whack-a-mole"? When you enter our game,you can see a very cute interface with green background.Then the couples will appear out of the cave.And you need to point the screen with figure and if you hit it, the couple will be apart and you will get one point.

This game offers user interest and joy by knocking couples to separate them. If you can knock the boy couples,you can get higher scores because it will appear and disappear in a short time, so it is harder to knock.Isn't it funny?See figure 1

5

Conclution

Conclution

Experience & Lessons~

- Try and learn
- Never give up
- Believe in yourselves
- Learn to ask help

PS： You can never be together with your lover if you cannot break up homosexual couples.

o(ヾ□ゝ)o

BE·TOGETHER
And We