

CSE 483 Midterm 2

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I. QUESTION (FLAG QUIZ GAME) (30 POINTS)

Make the following enhancements to the Flag Quiz app:

- a) (10 points) Keep track of the score as the user proceeds through the app. Give the user the most points for answering correctly on the first guess, fewer points for answering correctly on the next guess, etc.
- b) (10 points) Count the number of questions that were answered correctly on the first try. After all the questions have been answered, display a message describes how well the user performed on first guesses.
- c) (10 points) If the user guesses the correct flag, include a bonus question asking the user to name the capital of the country. If the user answers correctly on the first guess, add 10 bonus points to the score; otherwise, simply display the correct answer. The capitals of each country is given as an element in the string array `CapitalList`.

II. QUESTION (CANNON GAME) (35 POINTS)

Make the following enhancements to the Cannon Game app:

- a) (10 points) Use images for the cannon base and cannonball. `cannonball.png` and `cannonbase.png` are stored in the `drawable-hdpi` subdirectory of the project.
- b) (10 points) Play a sound when the target hits the top or bottom of the screen. `top_bottom.mp3` file is stored in the `raw` subdirectory of the project.
- c) (15 points) Keep score. Increase the user's score for each target piece hit by 10 times the current level. Decrease the score by 15 times the current level each time the user hits the blocker. Display the highest score on the screen in the upper-left corner.

III. QUESTION (SPOTON GAME) (35 POINTS)

Make the following enhancements to the SpotOn Game app:

- a) (15 points) Use a `SharedPreferences` file to save the top five high scores.
- b) (10 points) Make the spots vary in size after appearing on screen.
- c) (10 points) Add an easily-distinguishable, briefly-appearing point with value of 100 times the current level.