The Ensign
A Dark Room’s Pre-Sequel

Abstract

Scratchwork Development had developed a #1 hit mobile app game on iOS, A Dark Room, and its successor The Ensign soon followed. After seeing success on the App Store, Scratchwork Development moved on to porting A Dark Room to Android and the Google Play Store. We were tasked with the next step: porting The Ensign to Android and the Google Play Store.

Our approach involved identifying the unknowns unique to The Ensign and addressing issues that had arisen from A Dark Room’s port.

Results

The prototypes demonstrate successful implementation of the core features and functionality that presented hurdles to porting The Ensign.

- A Dark Room
  - Developer Commentary
  - Java Interop

Impact

Our project’s impact on Scratchwork Development is providing the means by which Amir Rajan can successfully complete the port of the game on his own. The prototypes that we developed and the documentation we provided clearly outline where he can effectively focus his efforts. These are also open to the community to learn from and apply themselves in terms of learning RubyMotion, further expanding the body of knowledge in our industry.

Summary

Throughout the semester, our team faced many difficulties that we were able to successfully address. In doing so, we not only gained valuable experience in working in an agile environment but we paved the way for Amir to complete final integration.

In addition, portions of our work have also been put into production to improve the performance of A Dark Room on Android and will improve the future release of The Ensign for Android as well.

The team would like to thank our faculty advisor, Dr. Davis, and our company sponsor, Amir Rajan, for their guidance and expertise during the project.