In the last chapter, you created and finalized the main menu to Prison Break. You should have compiled and run your code on either the Android emulator or an Android-based phone in debug mode, and seen a functioning main menu screen. The Exit button of the main menu is wired to kill the game process. As of right now, however, the Start button is not wired to any code.

In this chapter, you will write the code for the Start button and create the background for Prison Break. To draw the game’s background to the screen, you will use calls to OpenGL ES. In the previous chapters, you used Android SDK methods to display graphics like the menu screen and the buttons. Moving forward, you will work in the realm of OpenGL ES.

Let’s start by writing the code that is activated by the Start button on the main menu.

Starting the Game

The Start button, located on the main menu, is used by the player to start the game. When starting the game, a new Android Activity that controls all of the game’s functions is launched. Why is the game launched as yet another new Activity?

The game is launched as another Activity so that you, the game developer, have more flexibility in controlling the way your game is executed. If you want to add to your main menu other functions that are not tied directly to your game—for example, a configurator or tally board—this is a good way to keep your game from getting weighed down with superfluous code.

Listing 4-1 shows the PBMainMenu code that you started writing in Chapter 3. The bolded code has been added to launch the PBGame Activity. Add this code to your PBMainMenu. You will create the PBGame Activity next.
package com.jfdimarzio;

import android.app.Activity;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.view.View.OnClickListener;
import android.widget.ImageButton;

public class PBMainMenu extends Activity {
    /** Called when the activity is first created. */
    final PBGameVars engine = new PBGameVars();
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);
        PBGameVars.context = getApplicationContext();

        /** Set menu button options */
        ImageButton start = (ImageButton)findViewById(R.id.btnStart);
        ImageButton exit = (ImageButton)findViewById(R.id.btnExit);

        start.getBackground().setAlpha(PBGameVars.MENU_BUTTON_ALPHA);
        start.setHapticFeedbackEnabled(PBGameVars.HAPTIC_BUTTON_FEEDBACK);
        exit.getBackground().setAlpha(PBGameVars.MENU_BUTTON_ALPHA);
        exit.setHapticFeedbackEnabled(PBGameVars.HAPTIC_BUTTON_FEEDBACK);

        start.setOnClickListener(new OnClickListener(){
            @Override
            public void onClick(View v) {
                /** Start Game!!!! */
                Intent game = new Intent(getApplicationContext(),PBGame.class);
                PBMainMenu.this.startActivity(game);
            }
        });
        exit.setOnClickListener(new OnClickListener(){
            @Override
            public void onClick(View v) {
                int pid= android.os.Process.myPid();
                android.os.Process.killProcess(pid);
            }
        });
    }
}