

# Milestone 5

1 April 2013

**due Sunday 7 April at midnight**

The goal of Milestone 5 is two-fold:

1. Continue trying to expand your game state. Last time most of you just got something simple like an integer *score* working. What else is part of your game's state, and can you save/restore it properly, and display/manipulate it in the game activity?
2. Try to “factor out” some part of your game's functionality from the Android interface. This means putting it in a *separate* class that does not derive from Activity, or indeed, import anything from `android.*`. Then, begin to write test cases for this separate piece of functionality using JUnit. There are examples in the notes.