

# CLUB HOT LIST

- DJ, MIKE C - APPLETOWN ENT.
- |  |                            |
|--|----------------------------|
| 1-chief keef/king peno-emojis                    | 6-johnny rock-ss           |
| 2-mike flo-prince of power                       | 7-black mah-bad man        |
| 3-eminem-rap god                                 | 8-dre hussle-ink spills    |
| 4-joey purp-fsd                                  | 9-chief keef-chief in keef |
| 5-vic spencr-master of conversation/<br>woodlawn | 10-asa-cut the check,      |
|  | 11-grant park-all I need   |
- appletownsports@gmail.com



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1. Name the crooner who released "Beyond the Sea."
2. When did Roxy Music release

"Dance Away"?

3. Why do few people know the lyrics to reggae song "Israelites"?
4. Name the duo who released "With You I'm Born Again."
5. Name the song that contains this lyric: "Watch the jingle jangle start to chime, Reflections of the music that is mine, When you drop a coin you'll hear it sing."

(Answers on page 18)

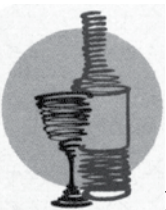
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# GAME CONNOISSEUR

## PUZZLETOPPLE: A NORTH COUNTRY APP WITH WORLDWIDE APPEAL

---DR. ANTHONY BETRUS  
WITH GUEST AUTHOR TREVOR DUGAN, APP DESIGNER

I would like to introduce Trevor Dugan, the author of a recently released game on the Google and Apple tablet markets, PuzzleTopple. Trevor is a student of mine, and will complete his graduate degree in Educational Technology in December, 2013. Last fall he took a Multimedia Authoring course with me at SUNY Potsdam, and started off with a great set of technical skills. I quickly concluded that he didn't need technical training from me, he just needed some space to develop some of his ideas, with a sprinkling of advice and encouragement along the way. One idea in particular caught my attention immediately during a class presentation. It involved a game with a novel core game mechanic, and was elegant in both conception and design. So in October, 2012, with little more than a nudge from me, Trevor's development journey began. The rest, as they say, is history. So now I'll turn it over to Trevor himself, so he can tell you his story.

This is the story about developing and distributing my first mobile app, PuzzleTopple. Perhaps my story will help you in creating your own mobile app. In PuzzleTopple the object is to remove the pieces, in this case crates, and the more crates you remove at a time the better. When a solution is not available, shake things up a bit by touching the "Crate Shake" button. As the crates fly through the air you can eliminate pieces, or you can wait for them to settle in a new configuration. Like most games, this one started as a prototype, one of many different concepts that I tried out. The benefit of working on multiple projects at the same time is it diversifies both your concepts and your code. I ultimately used some code from some of my abandoned projects in PuzzleTopple.

Choosing a delivery platform was tricky. I coded a desktop version first, which took about three months, and worked very well.

In terms of complexity, creating something that works on your computer is perhaps the easiest development path. Next I developed the web-based version, which involved little more than embedding my application in a web page, and adding a leaderboard. So far, so good. The next step was to move it to mobile devices, which proved significantly more complex. After some initial testing, it looked like the path to the Google Android market was relatively simple, especially when compared to the hoops and hurdles I would eventually navigate to bring the game to the Apple Store. In terms of cost, an Apple Developer account is \$99, and the Google Developer account is \$25.

After another two months of developing, testing and modifying, I moved to the beta stage (a pre-release state used to work out any final bugs or issues). At this point I was testing the game with my friends, gathering feedback and refining the game. It was then time to add a game description, screenshots, app icons, and contact information, all required when submitting your app. After submitting, Google responded with their approval within a day, while Apple took about two weeks. Including the beta, overall the development took about one year. For what it's worth, here are a few nuggets of advice I have for anyone who is interested in bringing their app to the Apple Store or Google Play Store: 1) Reduce the features in your app to those that are absolutely necessary. 2) Save each version of your app separately and in a secure, backed up location. 3) Take the time to read through the developer documentation provided by Apple and Google, they tell you precisely what you need to do to get your app on their marketplace. 4) Start thinking of a name early, and register a web domain name if it is available. Mine is puzzletopple.com, and you can go there to try the game online. And if you have a tablet (phone version to come), you can download the game from both the Google and App Stores now.

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