

README

Proper Installation Procedures

1. Download the latest release -- current version benice.v1.0.1
2. Do not worry about setting up your own server. Code included in the server-resources directory is for reference. Calls will be made to the BeNice Heroku server in version <= 1.0.1
3. We are using a minimum Android SDK version 8 however the target version is 23. For optimal use we recommend running on SDK version 23
4. The app is dependent on a few libraries. Verify that the android-twilio SDK is included in the /libs folder as well as the native libraries in app/src/blah.
5. Building the app just requires the user to run the app in Android Studio

Updating to include SMS functionality- Bleeding Edge Version

1. By default we have commented out the code that sends a message.
2. The app can send out a single text message to a user but multiple messages results in conflicts that may cause app instability
3. The following update allows you to send a message to a hardcoded number (since the emulator does not contain real numbers and for testing purposes)
4. Note that code to pull the number from the contact is there but commented out for simplified testing
5. To test the SMS:
 - Uncomment line 404 (I swear this was completely coincidental) in GamePage.java. "*phone.message("15614144449", c2name, c2compliment);*"
 - Replace the number string in the first parameter with the number you would like to message
 - Build the app and deploy.
 - Once running select to be nice to the second contact. If the app does not crash, they will receive a message.
 - No other contacts you select to send a message to will receive one until the connection is closed and the app is reloaded