## The onboarding menus for new users activity\_language\_game.xml OnboardingActivity activity\_main.xml The ListCountry is LanguageGuesserActivity Acheivements screen gamemodes #onCreate(savedInstanceState: Bundle): void used to supply load player -showMain(): void -player: Player MainActivity the country -showOnboarding():void -isPlaying: boolean data into activity\_achievements.xml trivia for each -mediaPlayer: MediaPlayer **Player** -progressBar: ProgressBar gamemode -handler: Handler <u>'</u>-----#onCreate(savedInstanceState: Bundle): void -updateProgres: Runnable Main menu **AchievementsActivity** activity\_splashscreen.xml #onCreate(savedInstanceState: Bundle): void screen -revealClue(clueType: String, currentCountry: Country, clueText: TextView): void -checkGuess(guess: String, correctAnswer: String, description: String, flag: String): void '----<del>-----</del> -startPlayback(audioResourceld: int, play\_button ImageView): void #onCreate(savedInstanceState: Bundle): void -pausePlayback(play\_button: ImageView): void #onDestroy(): void #onStop(): void Launch Activity loads data using Gamemode screens LaunchActivity **Player** activity\_flag\_game.xml data loader activity\_introduction\_one.xml #onCreate(savedInstanceState: Bundle): void -instance: Player +loadData(): void -countriesDiscovered: List<String> +showOnboarding(): void -languagesDiscovered: List<String> -showMain():void -correctGuesses: int activity\_introduction\_two.xml -incorrectGuesses: int -PREFS FILE: String **FlagGuesserActivity** -KEY\_COUNTRIES\_DISCOVERED: String -KEY\_LANGUAGES\_DISCOVERED: String -player: Player -KEY\_CORRECT\_GUESSES: String -KEY\_INCORRECT\_GUESSES: String #onCreate(savedInstanceState: Bundle): void -revealClue(clueType: String, currentCountry: Country, clueText: TextView): void activity\_introduction\_three.xml ListCountries <<constructor>> Player(): void -checkGuess(guess: String, correctAnswer: String, description: String, flag: String): void CountryDataLoader +getInstance(): Player #onStop(): void +savePlayerData(context: Context): void +loadPlayerData(context: Context): void -currentCountry: Country +getCountriesDiscovered(): List<String> +getLanguagesDiscovered(): List<String> +loadCountriesFromCSV(context: Context, csvFileName: String): void +getCorrectGuesses(): int Correct guess screen +getCountries(): List<Country> activity\_country\_game.xml +setCorrectGuesses(correctGuesses: int): void +addCountry(country: Country): void Data loader loads +getIncorrectGuesses(): int +getRandomCountry(): Country +setIncorrectGuesses(incorrectGuesses: int): void CorrectGuessActivity the info of each +toString(): String country into Country #onCreate(savedInstanceState: Bundle): void CountryGuesserActivity -player: Player Country activity\_correct\_guess.xml #onCreate(savedInstanceState: Bundle): void -revealClue(clueType: String, currentCountry: Country, clueText: TextView): void -name: String Data loader then -checkGuess(guess: String, correctAnswer: String, description: String, flag: String): void -description: String #onStop(): void Help menu screen loads the -culturalInfo: String -historicalInfo: String countries into -landmarkInfo: String **HelpMenuActivity** -landmarkImg: String ListCountry -language: String -transcript: String -flag: String #onCreate(savedInstanceState: Bundle): void <<constructor>>Country(name: String, description: String, culturalInfo: String, historicalInfo: String, landmarkInfo: String, landmarkImg: String, language: String, transcript: String, flag: String): void activity\_help\_menu.xml +getName(): String +getDescription(): String +getCulturalInfo(): String +getHistoricalInfo(): String +getLandmarkInfo(): String +getLandmarkImg(): String +getLanguage(): String +getTranscript(): String +getFlag(): String

+toString(): String