Chad Carmickle Module 9 Report 3/23/19

Phone Specs: Screen Size: 5.1 Resolution: 1440x2560 Dimensions: 142.4 x 69.6 . 7.9 mm.

**Description**:

This app was fun, I had an idea of what I wanted to do and that was to create an app but with the entire game being run through a fragment. I launched an old fragment project and started from there. The first step was the theme, I decided on a random dice game that when the user clicks a button the dice will flip, and a number will be given. The computer will then take the number and display it along with the user’s score, this seemed a little problematic at first when I started to program the dice picture and display along with the random number generator but after some bug fixing I got it to work the way I wanted. I then thought I would be boring to just have the user keep rolling, so I decide to program the app to play against them. After that I decided to add a custom fantasy font into the app along with a dragon background to match the Dungeons and Dragons theme and use the dragon background for the app’s icon. After adding a background picture, I tried to customize the button into an oval shape but found it to be a bit confusing to do so and was going to ask if you could show us next class time. Along with the shape of the button, one common problem I had was trying to fit the fragment to take up a certain amount of the app. The most annoying problem was that the fragment would place the apps widgets to the far left, making it hard to work with. I eventually solved this problem by moving all widgets to the far top left corner and making the fragment have a zero on all margins. Which brought me to the question could I set the xml size to a specific size so that when brought into the app I could match that size, so nothing is cut off? That way I could fit more than just one fragment onto a screen.



