CubeIt oficiální interní dokumentace

Zbytek dokumentace je primárně v angličtině

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# CubeIt\_Alpha

## CubeIt\_Alpha\_v0.1.0

Základní verze Alpha

## CubeIt\_Alpha\_v0.1.1

* Activity\_Character:
  + moved services definitions to Data.kt
* Data.kt:
  + moved services definitions to Data.kt
  + fixed loading player’s item in shop + equipped in LoadPlayer method
* activity\_shop.xml:
  + text background added
  + changed placements in layout
* Activity\_Shop.kt:
  + added animation on item info
* added animation:
  + animation\_shop\_text\_down
  + animation\_shop\_text\_up
* Activity\_LoginUser.kt:
  + renamed to Activity\_Login.kt
  + removed transition
  + tempPlayer s parametrem shopOffer = arrayOfNulls(8) vytvářel chybu, opraveno
* ActivityRegisterUser.kt:
  + přesměrování do Activity\_Login.kt po úspěšné registraci
  + renamed to Activity\_Register.kt
  + changed tempPlayer variable to generate an shop offer
  + removed transition
  + tempPlayer s parametrem shopOffer = arrayOfNulls(8) vytvářel chybu, opraveno
* Activity\_Character.kt:
  + added animation on item info
* activity\_character.xml:
  + textView background added
  + equip + runes parentnes changed
* Třída Player:
  + Přidán atribut music
* Activity\_Settings.kt:
  + zfunkčnění switche notifications a music
* Activity\_Home.kt:
  + back press bug fixed (back button přesměroval do přihlášení)

## CubeIt\_Alpha\_v0.1.2

* Activity\_Character.kt:
  + drag n drops fixed
  + inventory GUI generating fixed
  + implemented drag n drop on inventory
* Activity\_Shop.kt:
  + inventory GUI generating fixed
* activity\_shop.xml:
  + textView showing money visibility temporarily changed
  + popup smaller
* Data.kt:
  + Player.syncStats() changes in inventory fixed
  + Player.loadPlayer() fixed loading of backpackrunes
* Popup\_dialog.xml:
  + Smaller popup

## CubeIt\_Alpha\_v0.1.3

* Fragment\_Adventure\_SideQuests.kt:
  + renamed to Fragment\_SideQuests.kt
  + changed generation of quests
  + added attribute *surface which is visible* in the list
* Data.kt:
  + Class Quest
    - Added new attribute *surface*
  + Class Spell
    - Added new attribute ID, primarily for FightSystem
  + Changed LoadPlayer
  + LoadPlayer, Player
    - Added attribute currentSurfaces and appearOnTop
  + Added classes
    - LoadItem, LoadSpell, LoadSurface, Reward
  + Added methods for converting between custom types
    - toItem(), toSpell(), toLoadItem(), toLoadSpell(), toLoadPlayer()……
  + Moved uploadPlayer() and createPlayer() into LoadPlayer class
  + Drawables in attributes are now indexed by custom ID system
    - which fixes bug with updating the drawables (game in general) in the future
  + side quests are being loaded and uploaded just by their IDs
* row\_sidequests.xml:
  + added progress bar
  + added surface textView
  + changed info placements
* Activity\_Character.kt:
  + fixed drag n drop into Player.backpackrunes from inventory
* popup\_dialog.xml:
  + changed ImageView to background
  + size of the window and responsivity
* Activity\_Login.kt:
  + Changed to Fragment
  + Changed GUI/UI
  + Renamed to Fragment\_Login.kt
* Activity\_Register.kt:
  + Changed to Fragment
  + Changed GUI/UI
  + Renamed to Fragment\_Register.kt
* Activity\_Login\_Register.kt:
  + Ground for login-register ViewPager
* Activity\_FightSystem.kt:
  + Implemented ID of spell attribute
* SystemUIVisibility changed over entire app

-Mainly just fixes and making tools for the future

## CubeIt\_Alpha\_v0.1.4

* Data.kt
  + Added function toPlayer() for LoadedPlayer
  + Added ‘fame’ to both Player and LoadedPlayer (integer)
    - Default for player is 0
  + Added function returnPlayerList (and var playerListReturn – memory leak, I know)
    - Returns an array of players sorted descending by fame
    - Accepts page number
      * *Upper player range = 50 \* page number*
      * *Lower player range = upper player range – 50*
    - Note that I haven’t tested this function as yet as I need to create 50+ players
    - Usage:

/\*

returnPlayerList(1)

var playerArr: Array<Player> = playerListReturn

(display on screen)

\*/