





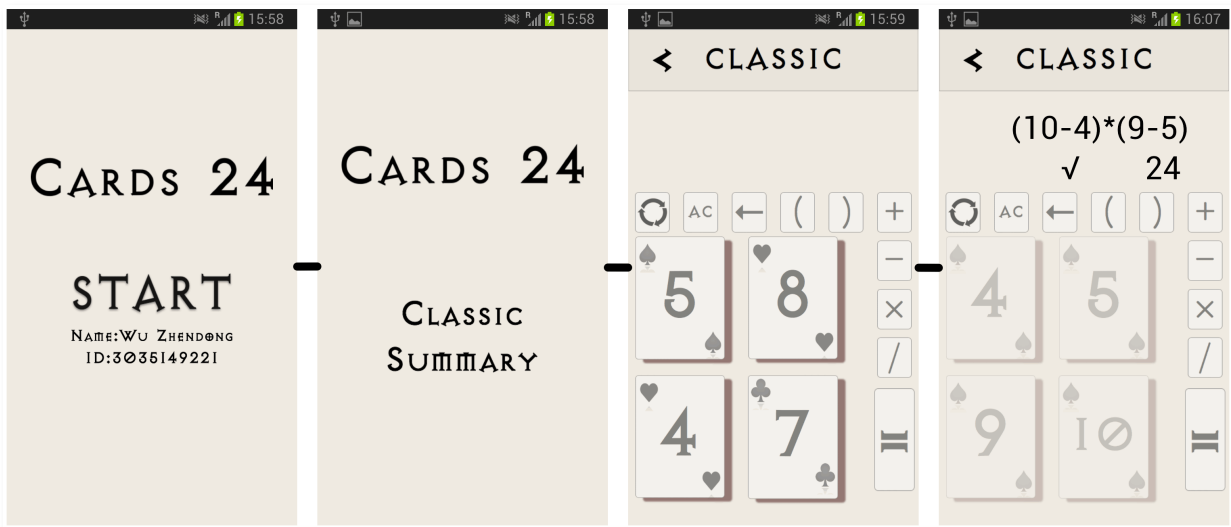


CARD24

Introduction to game in Assignment 1 of COMP 7804-1A
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GAME FLOW

1. Page 1
 1. Display the “game name”, “creator’s name and ID”.
 2. Click “START” to continue.
2. Page 2: Main page
 1. Present the main interface.
 2. Click “Classic” to play the classic mode of the card 24.
 3. Click “Summary” to see the statistics page.
3. Page 3: “Classic Mode” & “Test Mode”
 1. Pick numbers and operation by clicking the corresponding images.
 2. Three functions operations:
 1.  Restart button. Begin a new game.
 2.  Backspace.
 3.  Clear button. Restart the same game.
 4.  Return to the Main page
 3. After type in the valid formula(the logically invalid formula input will be prohibited by the game), the game will calculate the result and judge whether the answer is right.
 4. The game will give “√” or “x” behind the result if the user input the right formula or not.
 5. Give a tip to enter the test mode. (See Chapter Test Mode)
 6. After calculating the result, when user presses “equal button” again, a new game will be started (if the player wins), or the formula will be clear to let the player playing again (if the player loses).
4. Page 4: “Summary” page
 1. Each time the user plays the game, the game will automatically record its result, summarise and display them in the summary page. The record will **not** be cleaned after reopen the game.
 2. Display the numbers the user won, lose and played the game upon to now. (See: Image summary page.



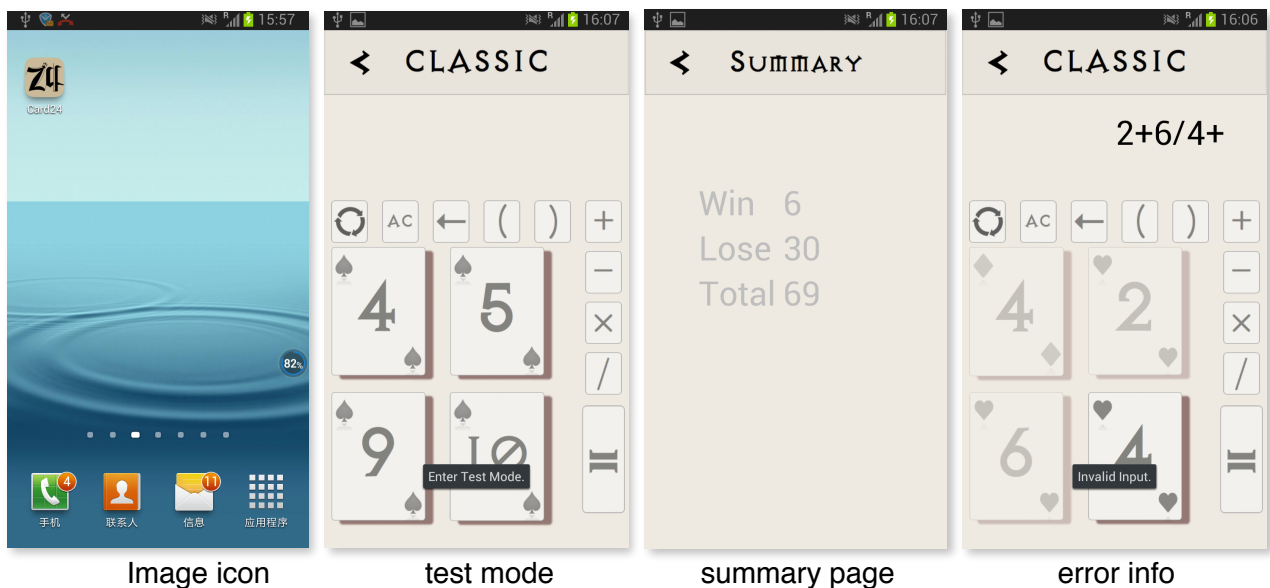
Process Flow

Test Mode

- In the “Classic Mode”, The player clicks “Clear button” **five times** continuously and the game automatically entered into “test mode”, which provides four cards numbered “4, 5, 9, 10” constantly.
- Once the user click restart button, the game will back to classic mode again. (See Image test mode.)

Design

- Designed Icon. (See icon Image icon).
- The gothic style with new designed card and font.
- Input controller will reflect the error info on the button. (See image: error info) In error info screenshot, user tried to input “)” while it is not valid in this input case and the game will stop him and print “Invalid Input”.



Characteristics

- Designed UI.
- Summary page.
- Input control

Notice

1. Adapt to different kinds of android machine. Now the UI design is suitable to samsung “**Galaxy SIII**” with display “**4.8Inch, 1280 x 720**”.
2. Please compile the code with the project “appcompat_v7”. If meet any problem during the compiling, please contact or use the apk fie in the project.(/Card24/bin/Card24.apk)