

Memory Card Game

ASSIGNMENT 02

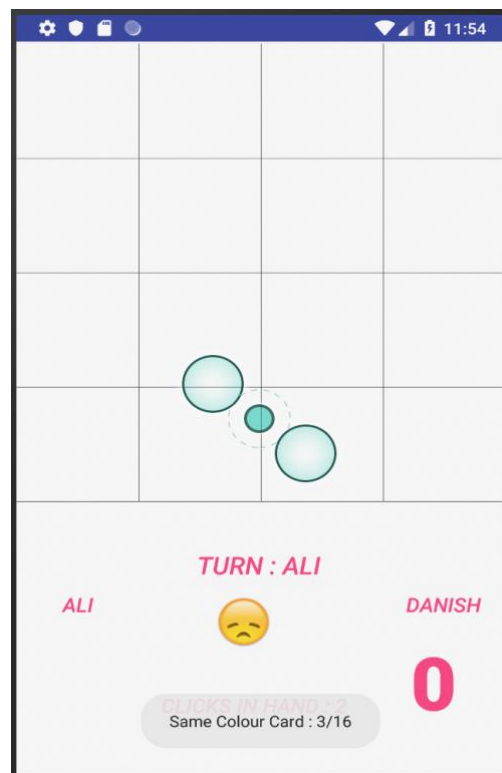
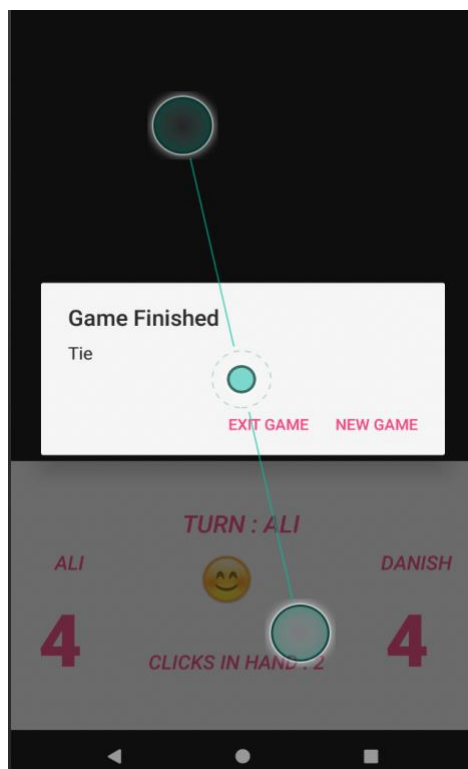
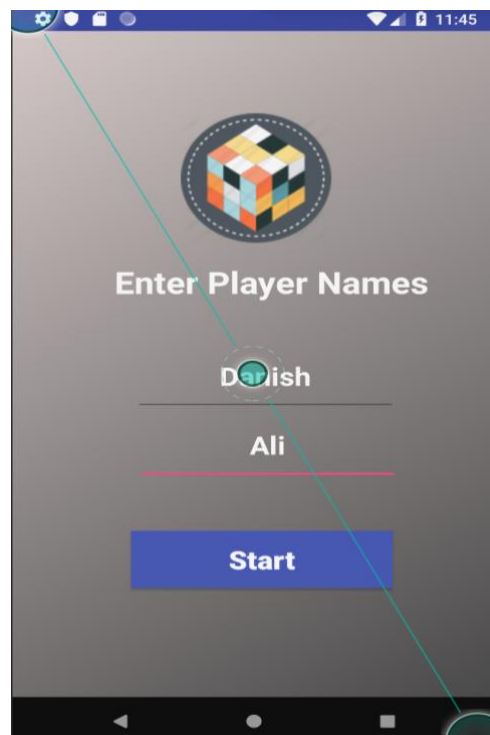
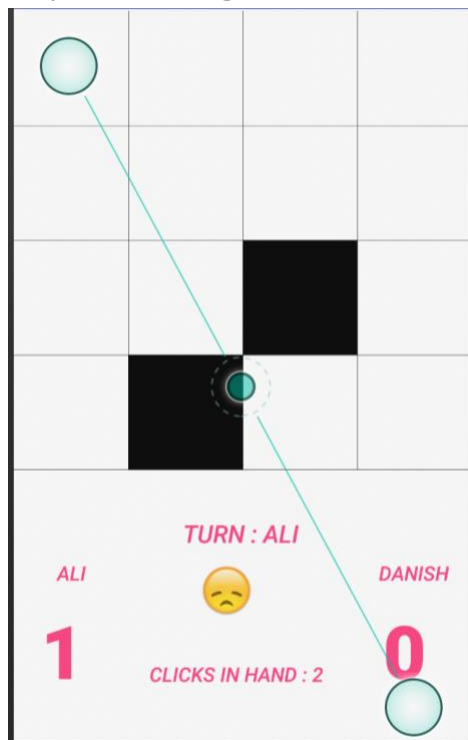
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NOTE: Data structure/ methods are explained in javadocs provided in directory.

My UI Design



ADDITINOAL FEATURE: Toast Message to display number of same coloured cards on clicked card on board left.

UI Design

The android application under discussion has following two activities:

1. Main Activity (Home Page)
2. Second Activity (*Custom View with Board and Score Board*)

While designing UI of Main activity minimal approach was kept in mind. *ImageView* in the centre of layout to stimulate visual memory of user. As it is memory game so puzzle icon in centre describes that. Keeping described logic in mind, main central image is placed at welcome home activity.

Two Traditional Player Names-inputs are used to pass names to Second. As a user, to have track of players through application, it is more convenient and efficient to have reasonable. In contrary, on scoreboard players without names leaves users sometimes astray.

Button(label:Start) to start game and gateway to board activity. However, background gradient colour is used to differentiate Main home activity from second activities.

Board & Score Game- Second activity consists of game(top) and score board(bottom). Reason I chose integrated view is, for such a small (4X4) game can co-exist with scoreboard in single activity.

Smiley- is embedded in scoreboard to indicate *smile*-match if it happens or *sad*-if not matched.

Turn- Updates turns of players consecutively.

Score of Player 01 & Score of Player02- score view of either sides to display scores.

Click Left- Limited clicks are available for each player so it displays resources (clicks).

Toast-Messages- for each invalid move including touch stimulation out of board, wrong card/cell, consecutive cards/cells and number of chances available.