Instructions to run the Android Client Application

Because the game is not yet released, installation and execution of our app requires the use of a development tool called Android Studio. Android Studio can be downloaded at [Android Studio's Website](https://developer.android.com/studio). (<https://developer.android.com/studio>)

Install Android studio following their instructions. After you finish installing Android Studio, launch it and import the project located in the JarChess folder. (File > New > Import Project…)

Once you have the project loaded, you will need to set up a test device. You can do this by using the menu bar to open Tools > AVD Manager.

Click the "+ Create virtual device..." button.

Pick a device from the phone list (Pixel 2 is a good option) and click next.

Choose an OS version 5.0 or higher and click next.

At that point you should be able to use the "Run..." option in the Run menu, choosing app, to launch the application in the emulated device.

Allow time for the emulator to get started.

Once it is running, I recommend clicking Start > Multiplayer > Local (Single Device) to start playing a match against yourself. You can test out the match mechanics at your leisure. Currently I have AI matches locked, and Online Matches are not working properly yet.

## Troubleshooting

While these instructions worked for us, we can’t foresee all potential difficulties you may face. If things are not working, try to restart your machine and try again (I managed to fix one issue I had that way). If you continue to have difficulties, we’ll try to help how we can if you contact us, but Android Studio help resources or the wisdom on the web may be more effective trouble shooting methods.

The gradle files should have all the configuration information needed to make sure the correct versions of things are getting used. We have our project set up to allow us to use Cucumber for acceptance testing (though we have not set up any acceptance tests yet). There are Gherkin and Cucumber plugins for Android Studio. If you get any messages telling you anything about Gherkin or Cucumber, try installing those plugins, restarting, and try running again.

## Adjusting Preference Settings

Sadly, we don’t have the manage account stuff implemented yet (we felt it is not architecturally significant enough to divert time from what we’ve been working on), so you can’t change preferences in the app itself… If you want to change account settings you can navigate in the source code of :  
com.example.jarchess.JarAccount located at JarChess\app\src\main\java\com\example\jarchess\JarAccount.java.   
  
In the constructor you will find a series of assignments that we are currently using as hard coded settings. You can change commitButtonClickIsRequired for example to change whether explicitly committing movement inputs is required.