User Manual

**Game Center beta**

**Version 3.5**

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# Use

To run the Game Center application you must have a working internet connection to your device, either mobile data or wifi. Once installed on your phone, a Game Center application icon will be placed in your app tray. Simply click the icon and the app will launch the default activity.

# Initial Startup

Upon starting the application, if no user has logged in previously, the user will be met with the start page. There will be choices to login with an existing account, or create a new account.

If the user has already previously logged in, the application will automatically load the “All Games” tab; no user input is necessary.

# Notes

The application does not have any way of indicating to the user that it is loading games from the server into a game list. This process usually takes between 2-5 seconds depending on internet connection speeds. If a user is already logged in and starts the application, the process appears to be frozen.

# Operation

The following operations are available to all users of the Game Center beta application.

## Start Page

**Login:**

Once the application is started the application for the first time, they can choose to login or create a user account. If the user chooses the login button, they will be prompted to enter their unique Gamer Tag and password. If the user has previously logged in on the device, the Gamer Tag will automatically be entered in the proper field to stream line the process.

The user will have four (4) attempts to correctly enter the password which is visually notified to the user by a progress bar under the login button. After each failed attempt, the bar loses ¼ until the last attempt. When the last attempt has been reached, the application automatically shuts down. This is also identified to the user via an audio cue that states, “Access Denied”.

Upon successful login, the user will be taken to the All Games List, and can navigate from there. Successful login is identified by an audio cue of, “Interface Complete”.

**Create User:**

If the user is running the application for the first time and does not have any login credentials, they must create an account to use. From the start page, select “Create Account”. This will prompt the user to enter their information. Once all information is entered the “Submit” button will appear. There are visual clues on the fields Email, Password, and Password retype as defined below:

**Email:** checkmark will appear when email is in the form **someone@something.com**

**Password:** checkmark will appear when the password is at least six (6) characters long

**Password:** checkmark will appear only when the password matches the first password entered

If the user fails to enter any of the specified fields, the page will be refreshed, saving any information entered (except for passwords) and the missing field will be identified in red.

If the user selects a Gamer Tag that is already being used, the Gamer Tag field will be cleared, and then marked in red. There will also be a notification to the user stating “Gamer Tag used...”.

Upon successful creation of the Account, the user will be automatically logged in and a notification will appear in their notification tray welcoming them to the application and the application will proceed to the All Games tab.

## Tabs

**All Games Tab:**

On the All Games Tab, the user will be presented with a list of available games. Clicking on one of these items will load a Game Data Page which will outline information about the game such as name, company, release date, version, downloads, number of games played, and description. There will also be a button on the page that will either say “Install” if the user does not own the game, or “Uninstall” if the game is already owned by the user. See **Install / Uninstall** for more information.

**Leaderboard Tab:**

The Leaderboard Tab will present the user with a list of all games in the same way as the All Games Tab. When a game is clicked a new Leaderboard page is presented that lists the game name and developing company and a list of the top ten players (if there are less than ten players all players are presented).

**My Games Tab:**

The My Games Tab presents the user with a list of games that they own. Clicking on one of the list items presents the user with a Game Data Page with all information pertaining to the game selected. This page will contain an “Uninstall” button. See **Install / Uninstall** for more information.

If the user does not own any games yet, the page will display “No Games”

**Users Tab:**

The Users Tab will display a list of all users of the application.

## Menu

**My Account:**

The My Account menu item will be a persistent item on the action bar if there is room to fit it in. Clicking on this item will present the user with a page that displays information about their account such as Gamer Tag, First Name, Last Name, and Email address.

The user will be able to update their account information from this page by clicking the “Update Account Information” button. See **Update Account** for more information.

**File:**

**About:**

The About menu option will display the “About Us” page giving the user some information about the class this application was designed for and the roles of the application developers.

**Help:**

The Help menu option will display the “Help” page outlining the resources used to make this application possible with links to their websites and a link to the JavaDocs page on the internet about the internal workings of this application. The links will be graphically identified to the user; for instance the JavaDocs link will be the Java Logo.

**Change Log:**

The Change Log menu option will display the most current change log available so the user will be able to see the most current iteration.

**Logout:**

The logout menu option will allow the user to log out of the system. When the user starts the application again they will be brought to the start page to either Login or Create a New User

## Commands

**Install / Uninstall:**

The user will be presented with the install / uninstall option when looking at a game data page. If the User owns the game, the Uninstall option will be available. When the user clicks this button the application will remove the .APK file from the download location on the phone.

NOTE: Uninstalling an APK does not work when using this application on an Android Virtual Device (AVD)

If the user does not own the game the button will be displayed as “Install”. If the user selects this option, a connection will be made to the server, and the correct APK file will be downloaded and saved in the default download directory.

NOTE: Downloading an APK does not work when using this application on an Android Virtual Device (AVD) because the default download directory is not available. This feature has been thoroughly tested on a real Android device.

**Update Account:**

When the User selects this option a new Fill Data Page will be presented and the current account information, except for password, will be filled in the proper fields. When this option is selected, the user must change password to make the submit button available. There are no restrictions on using the same password again in subsequent iterations. If the user does not wish to change their password, they must enter their current password twice.

# Known Bugs

## Resuming Application

When the user presses the home key and then re-opens the app either by clicking the recent apps button, or by navigating to the app icon in the application tray; the possibility exists that HTTP errors will occur when downloading Game information. Fixes are currently being worked on however, may not be available by the time of the application demonstration.

## Server Overloading

Server overloading takes place when too many query requests flood the server at once. Fixes are being worked on.