

1 Project Introduction

Gutter-Bacsi Zsombor Git Hub <https://github.com/GutterZsombor/OOP-project>
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My Project is a Star Wars Bounty Hunters themed simple "trading cards" game-like Android application. The application is designed to manage, train, and simulate LOCAL and ONLINE battles between bounty hunters. The app uses minimalistic style user interface with many activities like:

- Hiring hunters,
- Training hunters,
- Displaying statistics,
- Online and Local battles

Data is stored and fetched from JSON files.

Network functionality is used for multiplayer battles

2 Overview + UML

The Documentation and the code explanation videos got a little too long I went into too much detail. Sorry for that.

Detailed code explanation videos can be found on page 10. They are very Long.

Don't need to watch them all!

Please watch this 4 demonstration videos.

Intro*

Link INTRO (2 min)

<https://1drv.ms/v/c/3e8ee7900513c457/EfPBauxDTP1Di98EwaZZDZUB5Jo7q7J7hJ1d10xMIOVsSA?e=PC08Fv>

Run on Emulator*

Part one clean run on emulator Link Part One (10 min)

<https://1drv.ms/v/c/3e8ee7900513c457/ETBQeumwX4pDjchp3FE87iQBZn290XkpthvIAhQaYRolfQ?e=f4eoyz>

Part two played for a few minutes generated some Statistical data: Link Part Two (3 min)

<https://1drv.ms/v/c/3e8ee7900513c457/EfuNamTWdIRAvEqJnRuw7k0Buthm7KHgB1l68SVMYXVMAw?e=OKMjxK>

Run on Physical Device Online Battle*

Link Physical Device Online (5 min)

<https://1drv.ms/v/c/3e8ee7900513c457/EfYlHAF6diZCiwwDGvgnU9EB6uZGeLbwG56ouKLNzzXCDA?e=61cD0x>

If something didn't make sense in the demonstration video please check it in this document. I tried to go through everything on a not technical surface level. If something still doesn't make sense Check the detailed videos i go over the code.

Code is commented.

Check List on all the implemented Bonus feature:

RecyclerView	Implemented: Home Activity, Hire Activity, Statistics Activity
Bounty Hunters Have Images	Implemented
Battle Visualizaton	Attacking hunter has White background, Defending Grey, Winner Green, Loser Red
Turn-based combat	Attack Button needs to be Pressed For every attack
Statistics	Implemented: Statistics Activity
Randomness in Battles	Implemented: deciding melee/ranged attack (60 percent chance for preferred)
Fragments	Implemented: all the different card view items
Data Storage Loading	Implemented: Json files and JsonHelper
Statistics Visualization	Implemented: Charts
Custom Feature X - Network	Implemented: Multiplayer Battle mode --> Grade: +2

UML: Class Diagram

OOP Class Diagram

