**Jake Craven (15160386) Colum Mullally(15142434)**

**How to Use**

The sql server defaults to local host.

Premade accounts:

Username: j

Password: j

Username: k

Password: k

The use of the program is fairly straight forward to invite a player login or register then hit the invite a player button then a drop down menu will appear allowing you to select an online user to invite to a game. Once selected a pop will appear allowing the invited player to accept or deny thee invite. Once accepted the game will begin automatically.

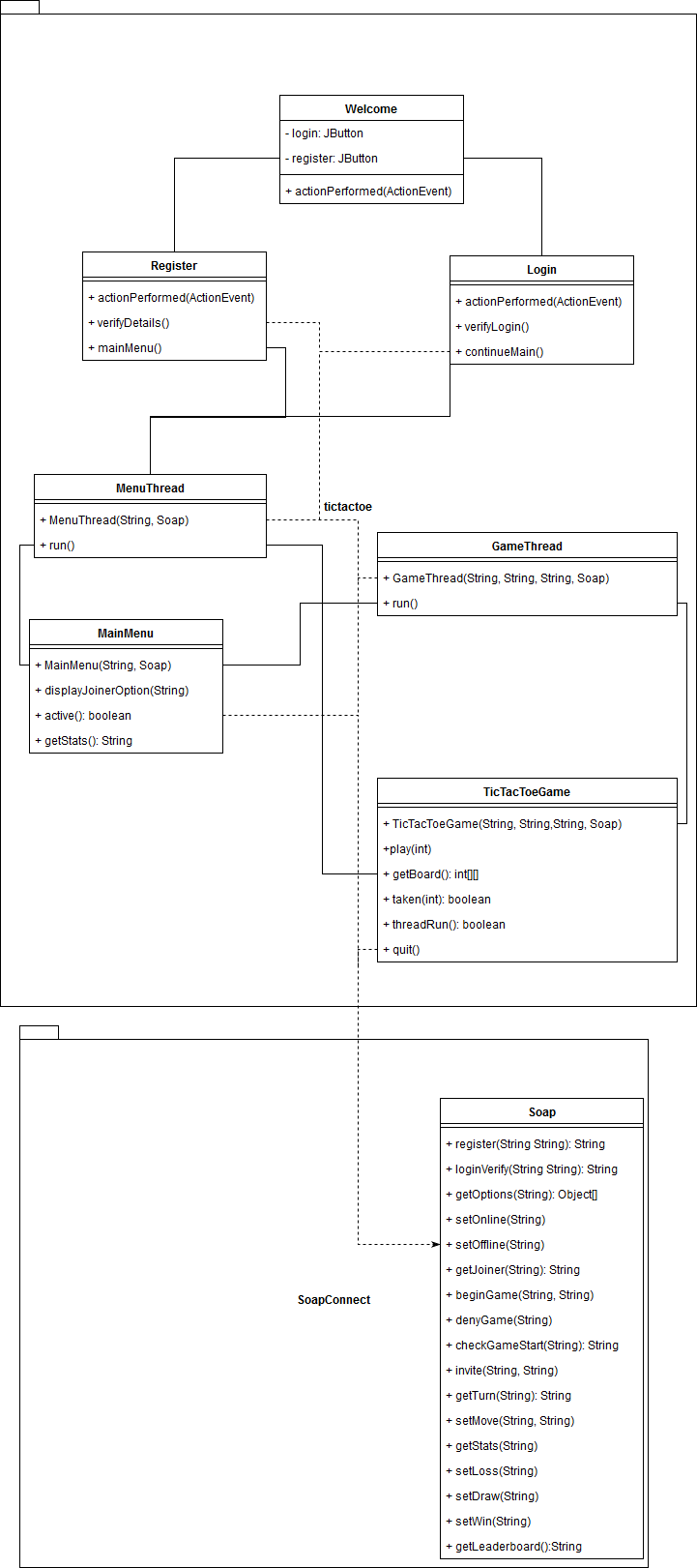
We made our own web service using the mysql class from deliverable 2. To ensure the port to android studio was easy we structured our classes based on the deliverable 2, this also meant we had to make very few changes to the database, mysql class and webservice.

Android Studio doesn’t directly interact with java web services so we researched the ksoap library which will allows those interactions to take place.

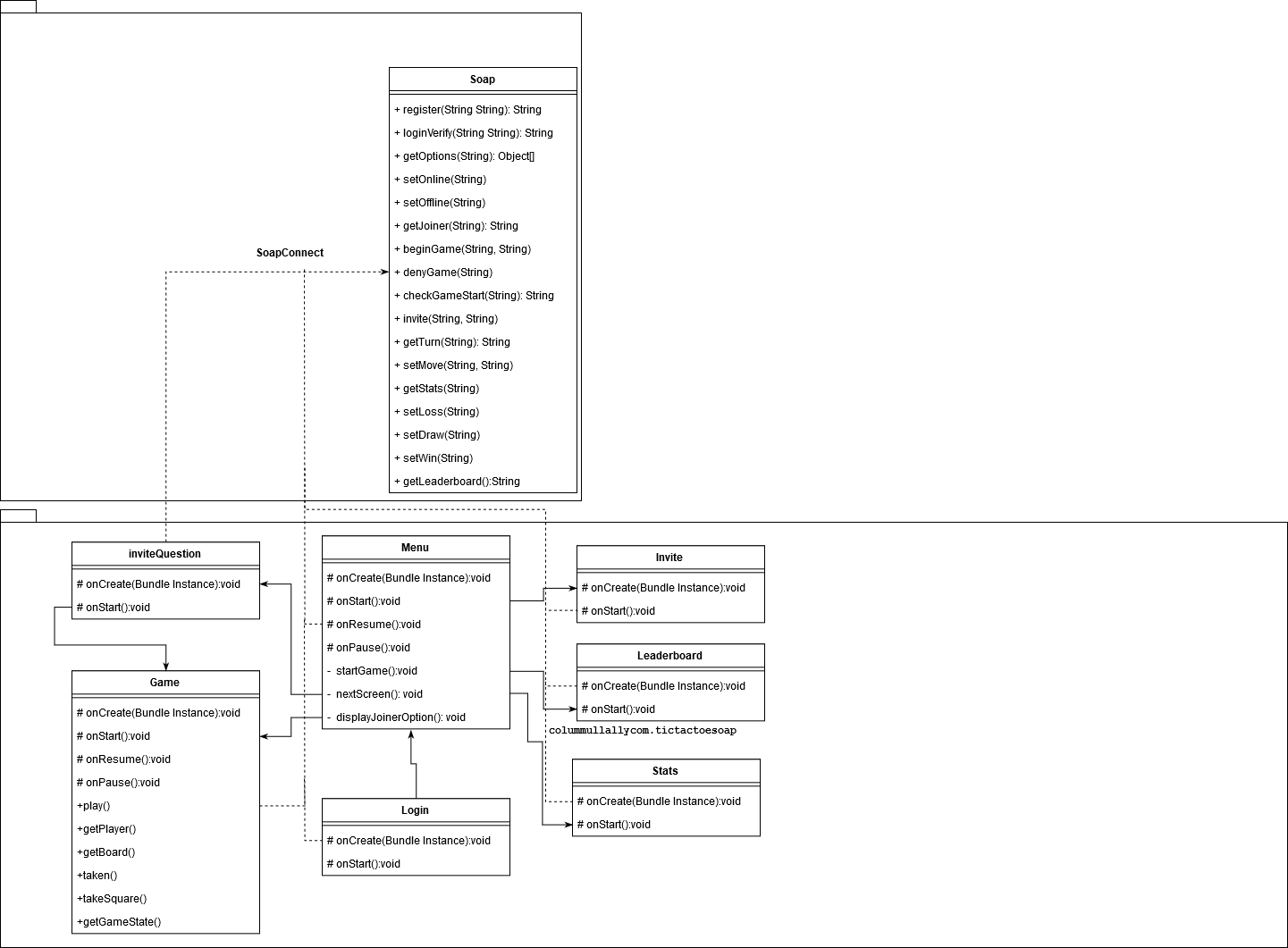
We had to alter our class structure for android in order to get our threads working correctly with activities in android studio.

**UML**

The desktop version has very few changes it is just swapping the mysql class for the new soap class to connect to the webservice



The Android version has the threads running inside the activities in order to make it work as pain free as possible due to the nature of android activites we had a hard time making it work the same way as the desktop version, other than that it remains fairly similar



The webservice is a slightly altered version of the deliverable 2 mysql class, the changes were to remove arrays as they caused issues with Ksoap in android and to add the leaderboard method.