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**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**

In the UML Class diagram i changed basically everything as for my original diagram I had very poor understanding of UML. I also did that diagram with the intention of making the project with sockets however i switched to a database. Finally i wanted to alter the project so that my database implementation would more easily integrate with provided “James specials”.

