ASD811S Individual Assignment 1 2025

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Accessing the github repository

The repository can be accessed here:
https://github.com/John-Ad/ASD-2025-Individual-Project.git
The project is private but I have added Dr Simon's Github account as a collaborator to the project. The invite is still pending and has to be accepted before access is granted. The account given access to is: **muchsimon** (https://github.com/muchsimon).

How to run the Homework-1 application

The repo must be cloned and the Homework-1 folder must be opened in the IntelliJ IDE.
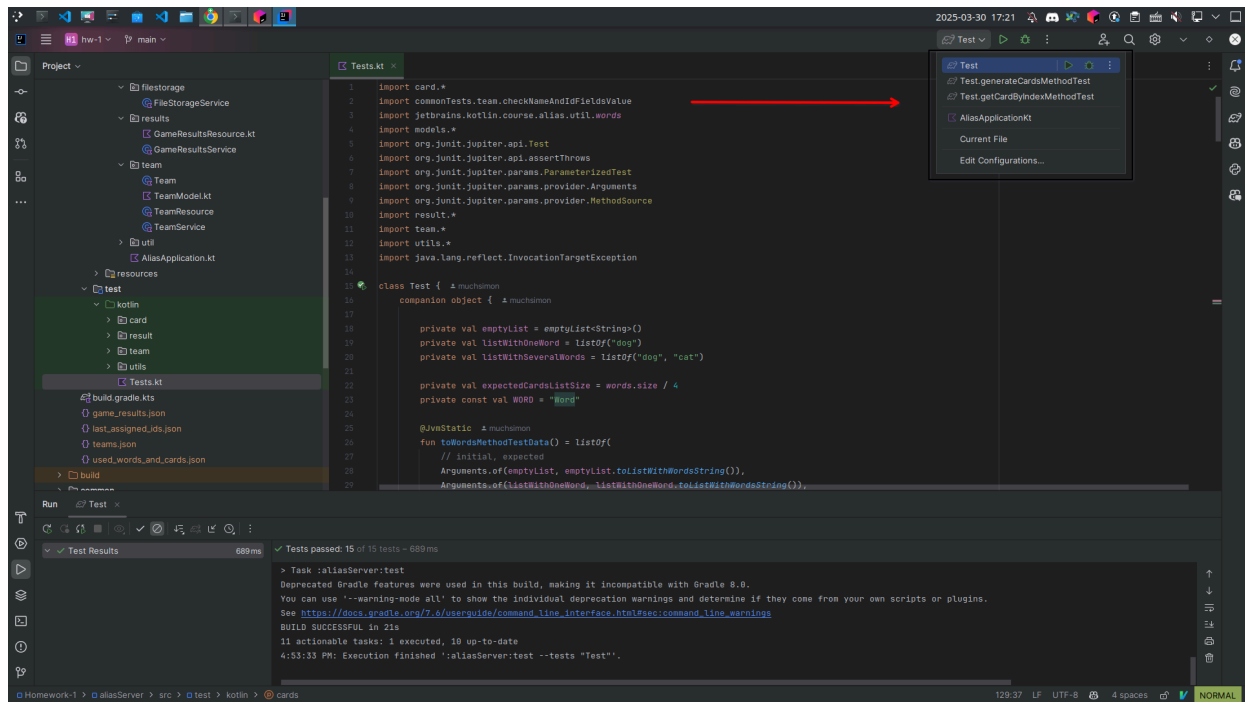
Application information

The app can be run in 2 modes. A command line argument can be passed to determine the mode it runs in.
- **--saveState=true**
  - The application will create and store app information, e.g. game results, in json files. If the app is stopped and started again, this information will be read from the files and used to initialize the app.
- **--saveState=false**
  - The application will reset each time it is started, e.g. teams and game results do not persist when the app is stopped.
  - **NB!!** Not passing the argument or passing it with any value other than true will result in data not being persisted as if false was passed.

- ○ **NB!!** The tests do not pass the argument, therefore tests do not persist the state of the application.
  - ■ This is required to ensure that the tests are unaltered from what was given but can still pass based on the logic outlined in the Mandatory part of the assignment
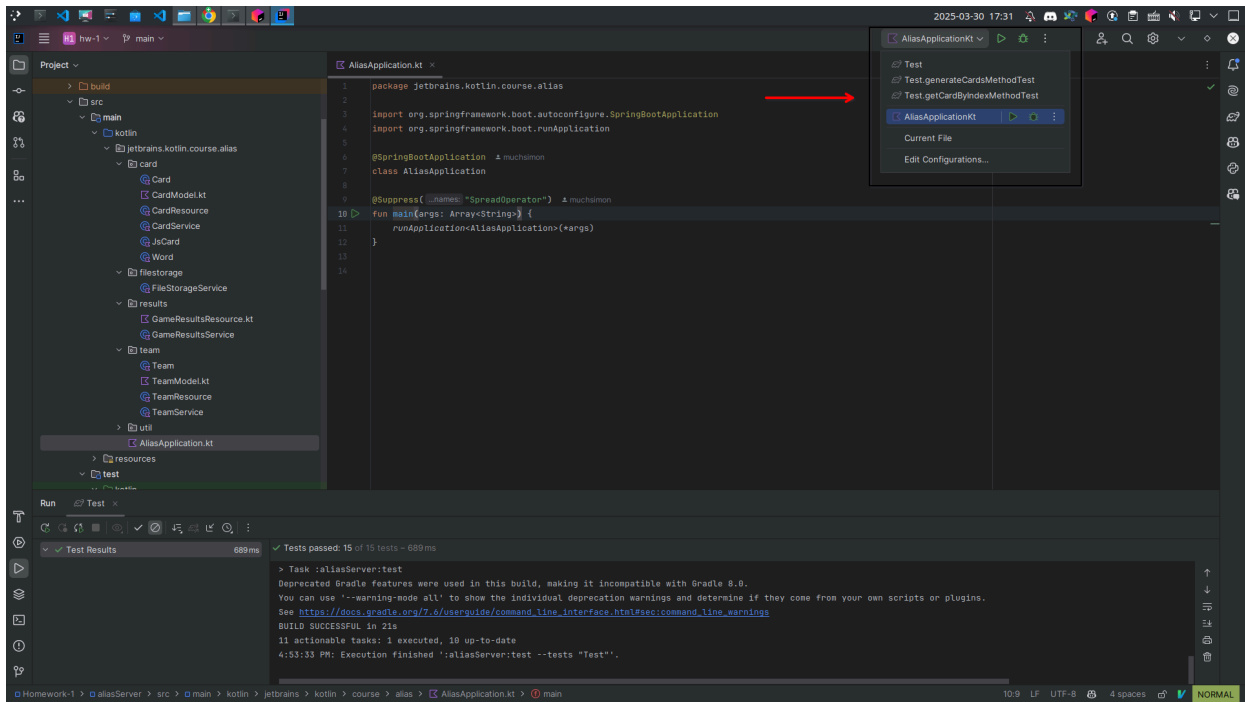
Running the tests

With the project open, select the test configuration on the top right hand side:

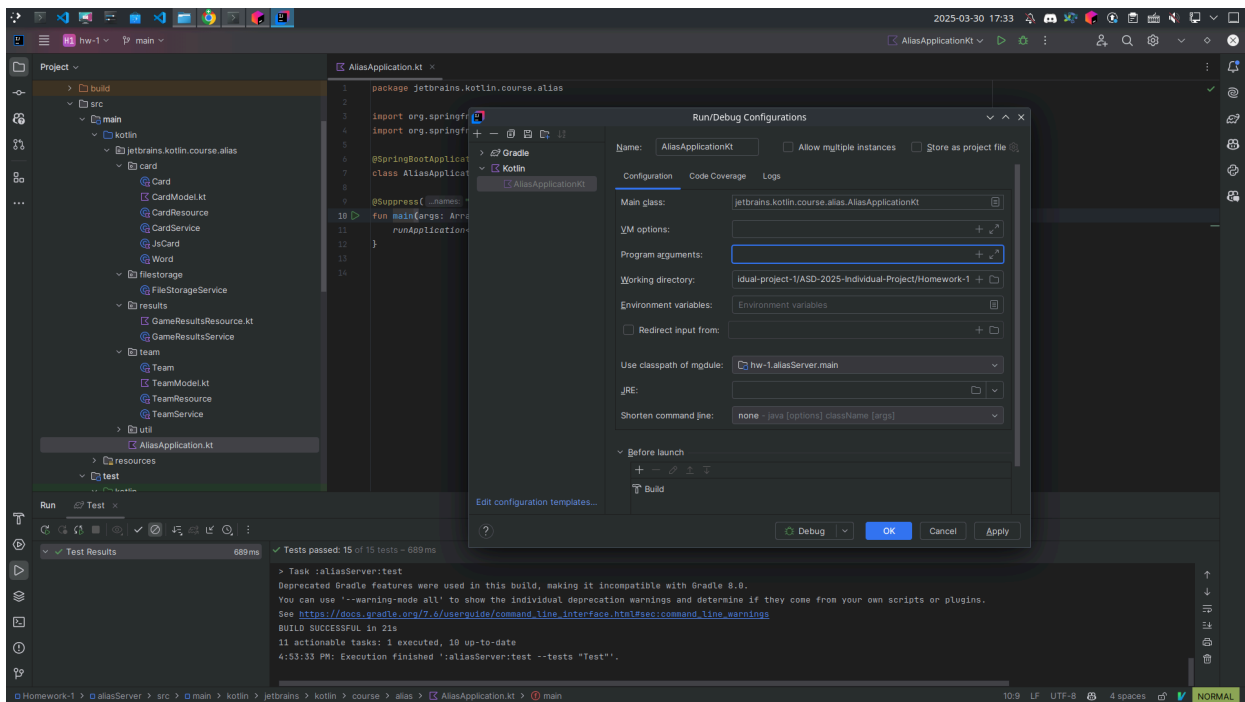With Test selected, click on the Run button to run all of the tests.

Running the application

With the project open, select AliasApplicationKt on the top right:

Without saving game information between runs:

From the same menu as the image above, select edit configurations and then select AliasApplicationKt. Make sure that program arguments are empty:
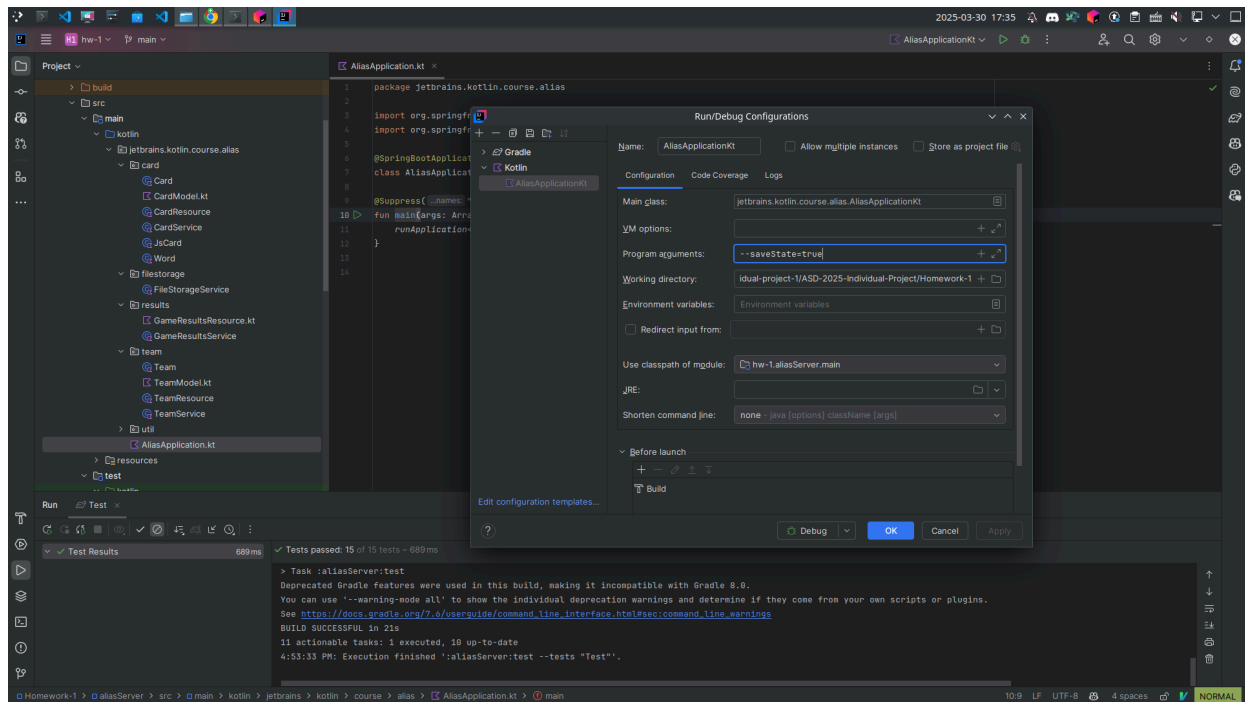

Click on apply and then on save. Click on the run button to start the application.

With saving of game information:

Select edit configurations and then select AliasApplicationKt.
Make sure that program arguments is set to --saveState=true as in the picture below:

Click on apply and then on save. Click on the run button to start the application.
Game information will now be saved and loaded when the app is restarted.