**Group 6 Project 5 Documentation**

At the preliminary stages of our development process, we concluded that the best place to begin was to brainstorm a road map instead of diving right in to the project. We initially started off by going with a MVA. This approach was similar to the Touchme project that we were provided as a base example. The presenter, in this case, would be the mainactivity we created and the user would be interacting with this view. The model would be the interface for the data, specifically, the dot monsters. Our group managed to satisfy the requirements at this stage, but a couple members had spare time over finals week so they decided to improve the code’s functionality and efficiency. This was achieved in a few different ways.

While trying to add images instead of dots, we came across a road block with the MVA. We then decided to switch to a MVC, with the controller helping the view with some of the functions. Switching to the controller came with some tradeoffs, subsequently, more code which added to the overall size of the project. However, the team decided that the extra effort and sizable increase in code was worth it in the end since it allowed for a far more concise final product.

The original name for the project was Monster Tap. Since it is in its second stage, we decided to name it Monster Tap 2.0. Monster Tap 2.0 added new features such as: levels, popups, and monsters that aren’t red or blue dots. The app changed tremendously throughout the last couple days to a point that it is almost unrecognizable from the initial version. Considering the future, our group has a few things we would like to improve on. The first of which would be to implement a cloud architecture that allows for the storage of player’s scores, levels, and times. This would require the creation of a leaderboard which would improve the quality and add a little challenge to the app. The second improvement would be to add sounds to the game. An example of this would be a congratulatory noise that goes off when you finish a level or a buzzer that goes off at “GameOver”. These were not implemented due to the deadline and the extra work of finals week, but overall the group feels like it’s best efforts were clearly shown. We all are quite pleased with the results.