World of Everbies

1. Introduction:
    1.1 What is World of Everbies:
    1.2 General characteristics of application
2. Code Structure
    2.1 Class description
    2.2 MVC:
    2.3 Classes with Dependencies:
3. Test environment
    3.1 JUnit tests
    3.2 Manual tests
4. Known bugs and limitations
5. Test report
    5.1 JUnit
    5.2 Manual tests

1. Introduction:

1.1 What is World of Everbies:

The reason we decided to take on this project was the opportunity to create our very own version of the classic game Tamagotchi. Though we didn't want to create an exact replica, we simply wanted to use the concept and add our own ideas and features. So the main idea of the game became that of having a pet and raising it through training, fighting and working. Then came the idea to add a level system to the game, which led to that your Everbie, your pet, gains levels through the different activities in the game and also develop certain attributes depending on the level and the way it has been treated.

1.2 General characteristics of application

The application utilises a very basic GUI with heavy focus on the "log" function, displaying the most recent events that have occurred regarding your Everbie.

2. Code Structure

2.1 Class description

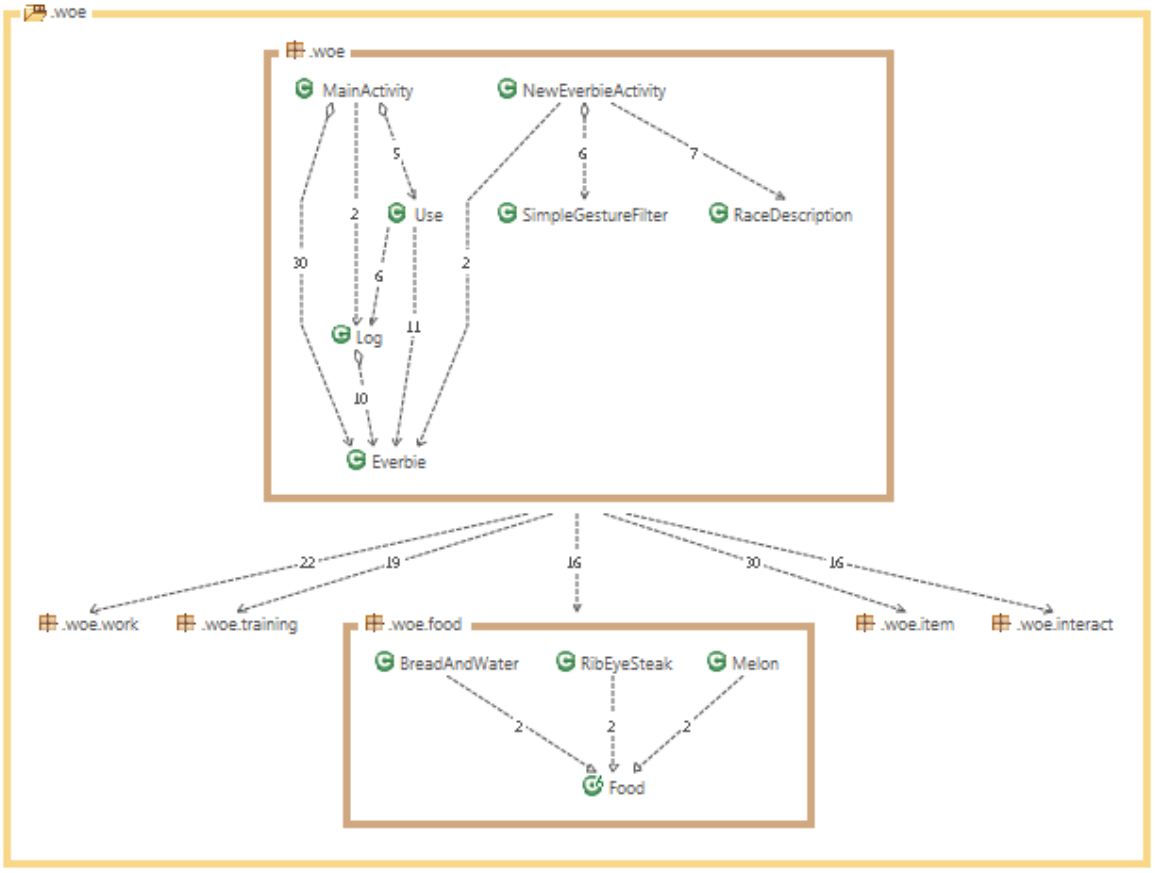
All classes are currently part of the same package.
the classes that exists at the moment are:
-Everbie; the main class in the "model"-part,describes an Everbie. Follows the Singleton pattern.
-MainActivity; this is the main controller that has control of the most xml classes.
-Food; the abstract class that all food-related items extends.
-Log; log is the class responsible for generating Strings to be displayed in the textarea in the activity_main class by taking in a object of the type that is going to add a new String to the textarea. Follows the Singleton Pattern.
-NewEverbieActivity; the controller class for creating a new Everbie.

-Use; a utility class for activating food, work, workouts and the likes.

2.2 MVC:

All classes that ends with ...Activity.java are considered “controllers” if it would be the classical MVC-concept. .xml files are “views” or part of a view, and the plain .java classes are mostly “model” classes. The model includes some abstract classes and a few Singletons.

2.3 Classes with Dependencies:



The packages woe.work, .training, .item and .interact are internally structured exactly as woe.food is.

3. Test environment

3.1 JUnit tests

We use JUnit to test the Model-part of the application.

3.2 Manual tests

We will perform manual tests for the GUI and look-and-feel of the application, this is also how we look for bugs in the application.

4. Known bugs and limitations

5. Test report

5.1 JUnit

No JUnit tests will work yet.

5.2 Manual tests