

Werle CEG3900 P2 Submission

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1 Github URL

https://github.com/NickWer/CEG3900_P2

2 Task 1: Build OpenSudoku As-Is

Deliverables: None.

3 Task 2: Prune OpenSudoku

3.1 Deliverables:

See figures 1-9 for the before and after screenshots. See opensudoku.before.apk for the before file, and opensudoku.after.apk for the after file. I have excluded the zip file as per in-class instructions, however it will be available at the github repo NickWer/CEG3900_P2 in two days.

4 Task 3: FireBase Storage

Deliverables: See firebaseStorage.apk and figure 10.

5 Task 4: FireBase Auth

Deliverables: See firebaseAuth.apk and figure 11.

6 Task 5: GitHub

As stated in section 1, my github project for P2 will be located at https://github.com/NickWer/CEG3900_P2. My repository for P1 will be located at https://github.com/NickWer/CEG3900_P1.

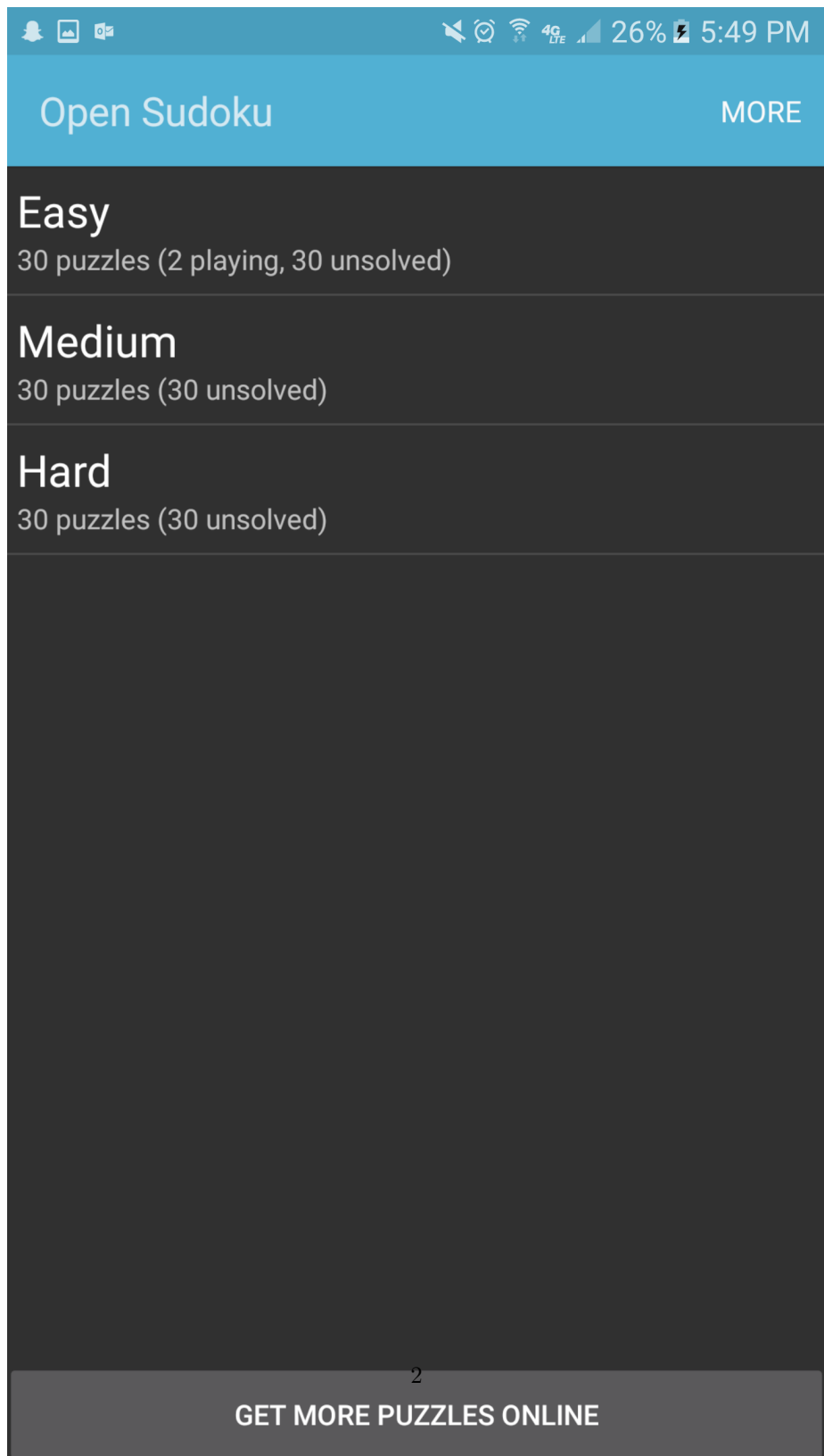


Figure 1: Before image one - landing page

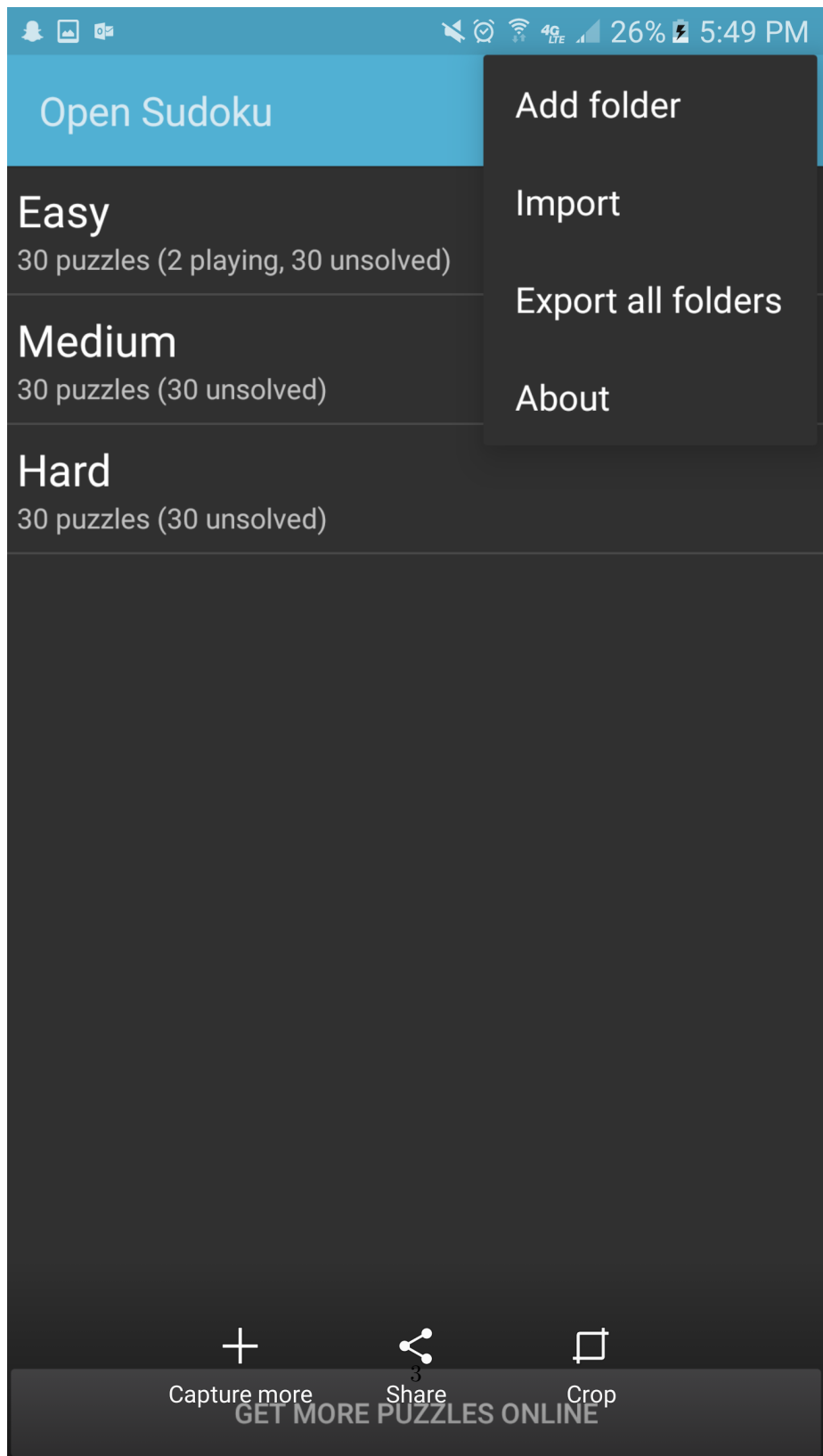


Figure 2: Before image two - original landing page menu

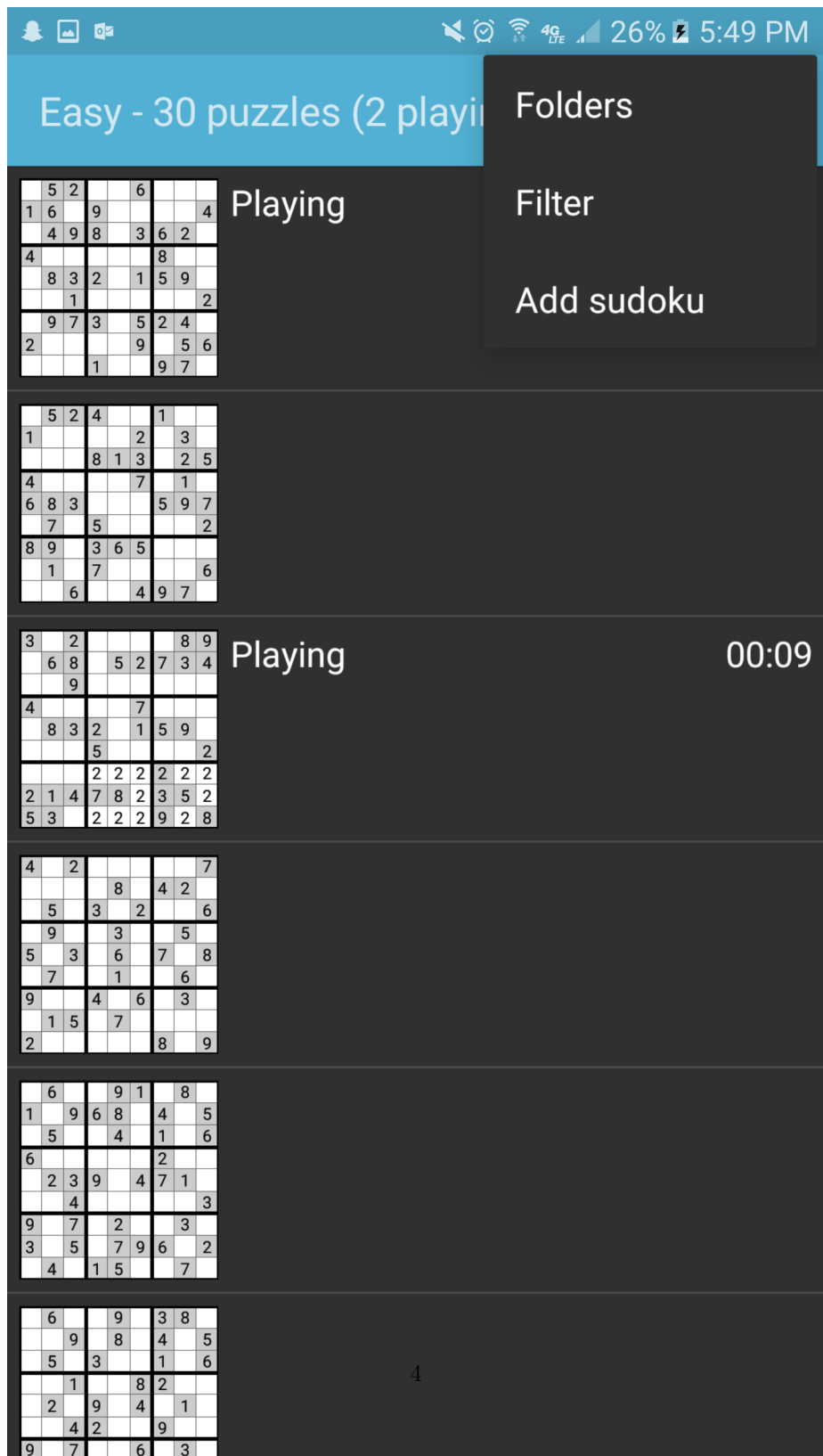


Figure 3: Before image three - game list view with menu open

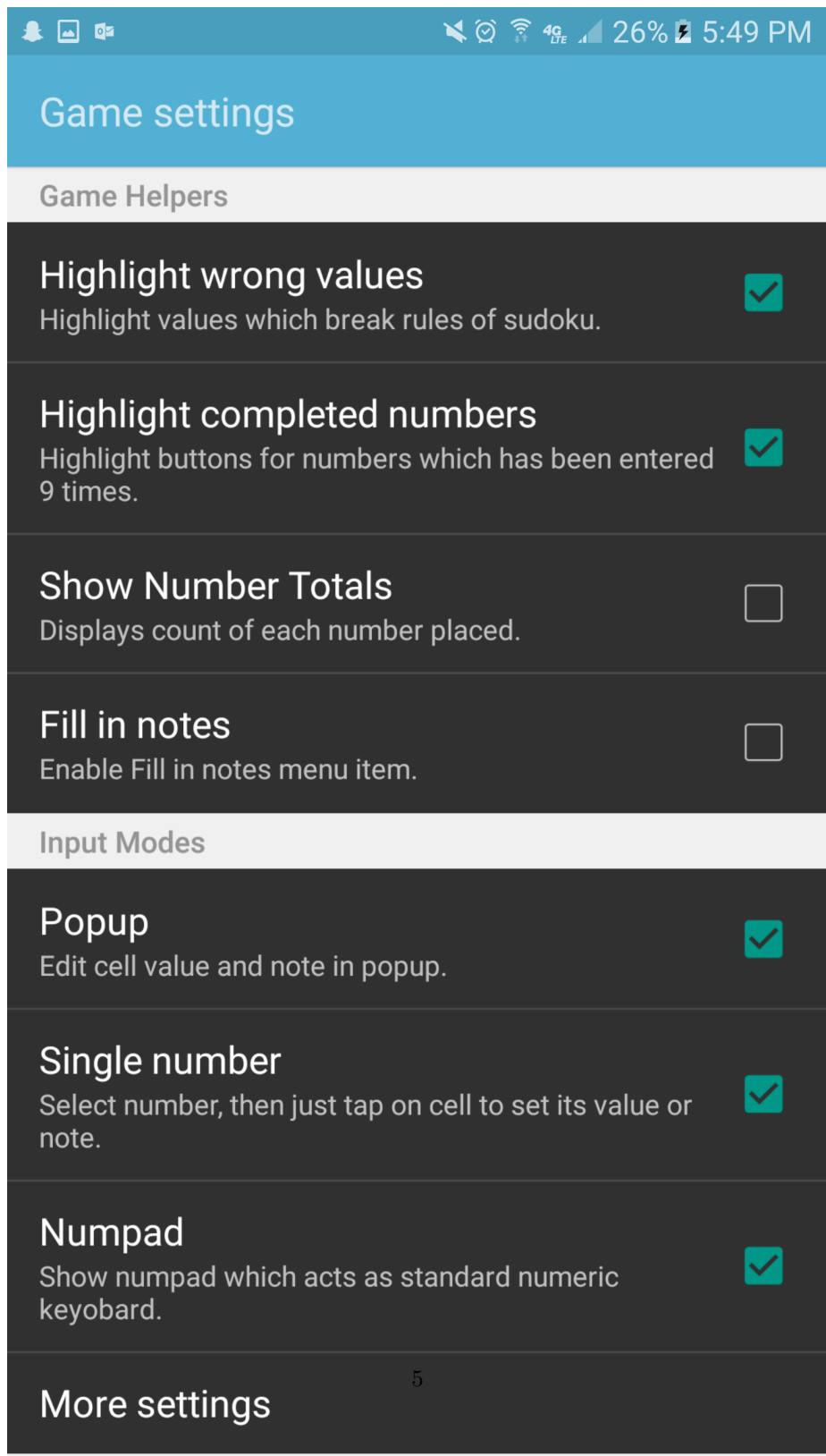


Figure 4: Before image four - game settings menu

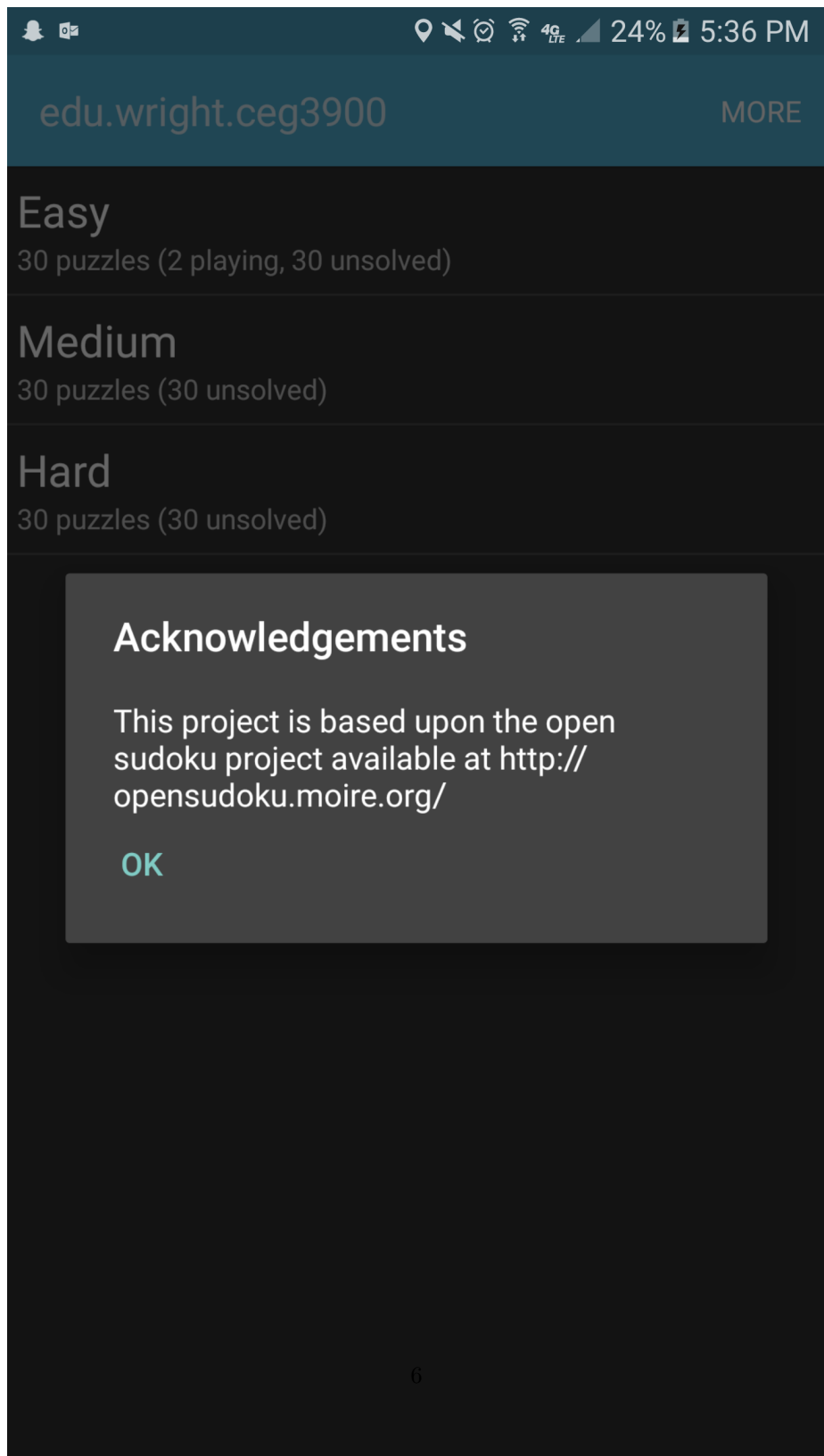


Figure 5: After image one - landing page

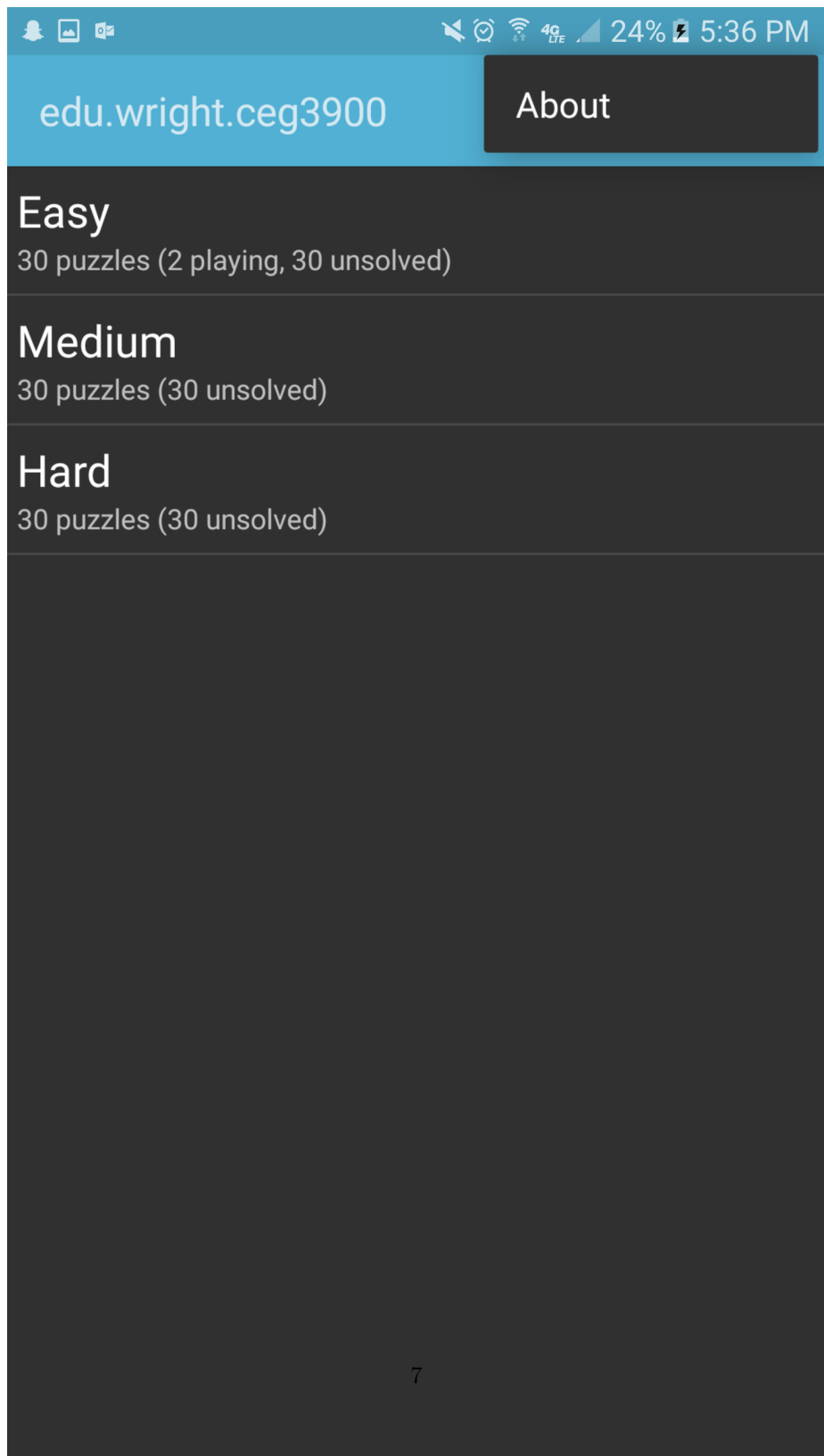


Figure 6: After image two - original landing page menu

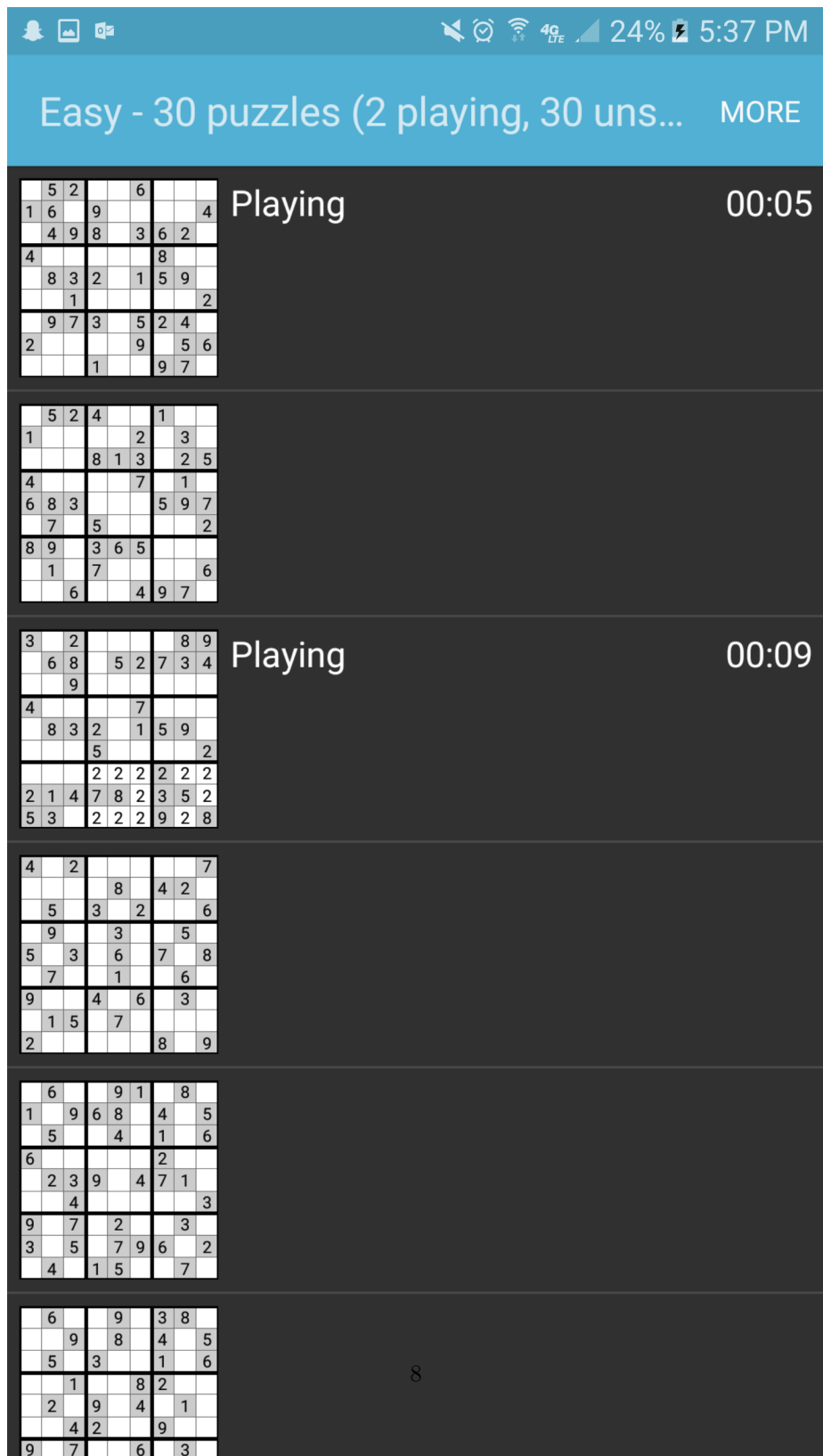


Figure 7: After image three - game list view with menu open. I was somewhat surprised to see this app actually was sharing data with the other, separate install used for the before images.

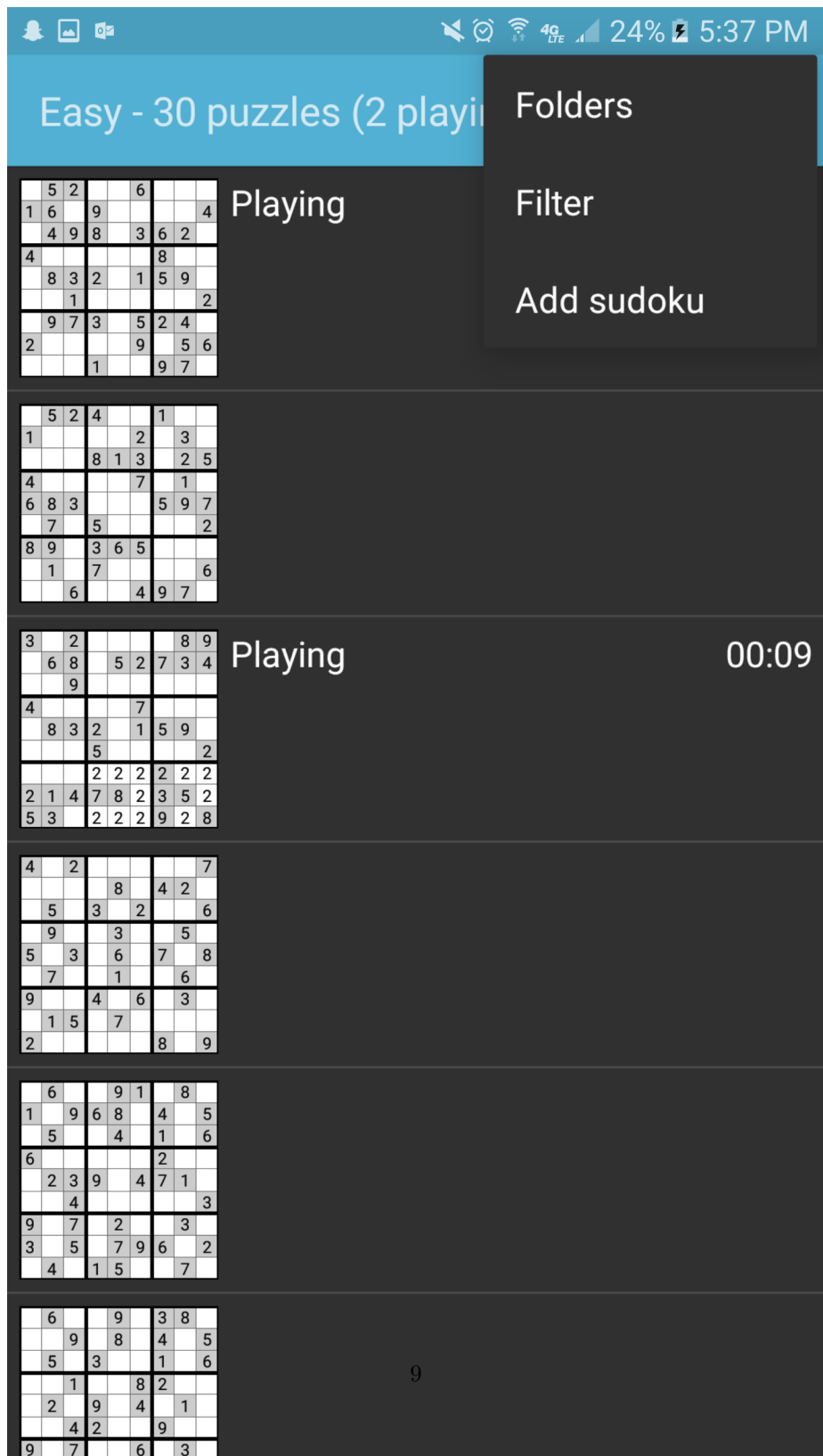


Figure 8: After image four - game list with menu open.

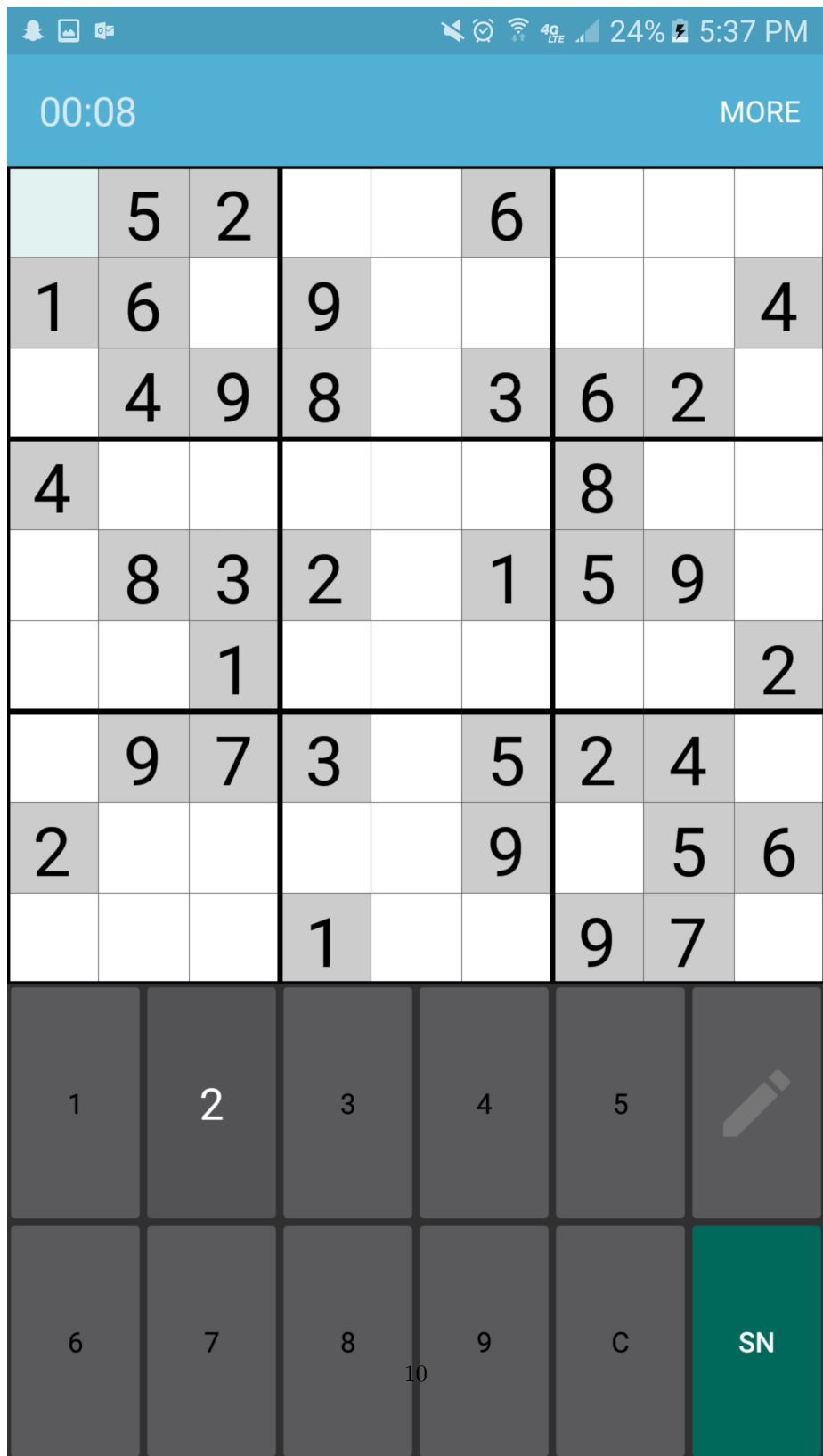


Figure 9: After image five - a game in progress

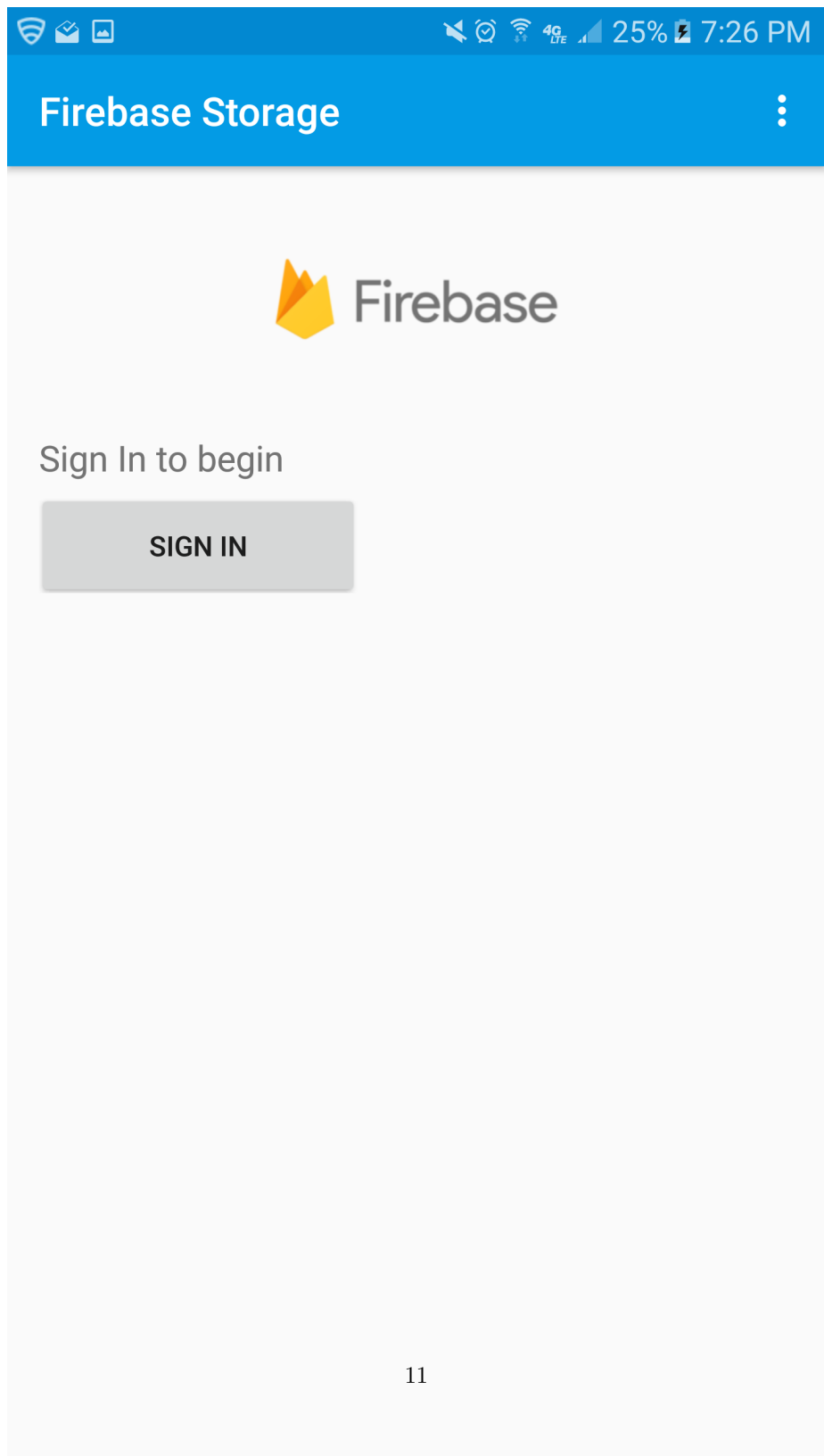


Figure 10: Firebase Storage running on my personal phone

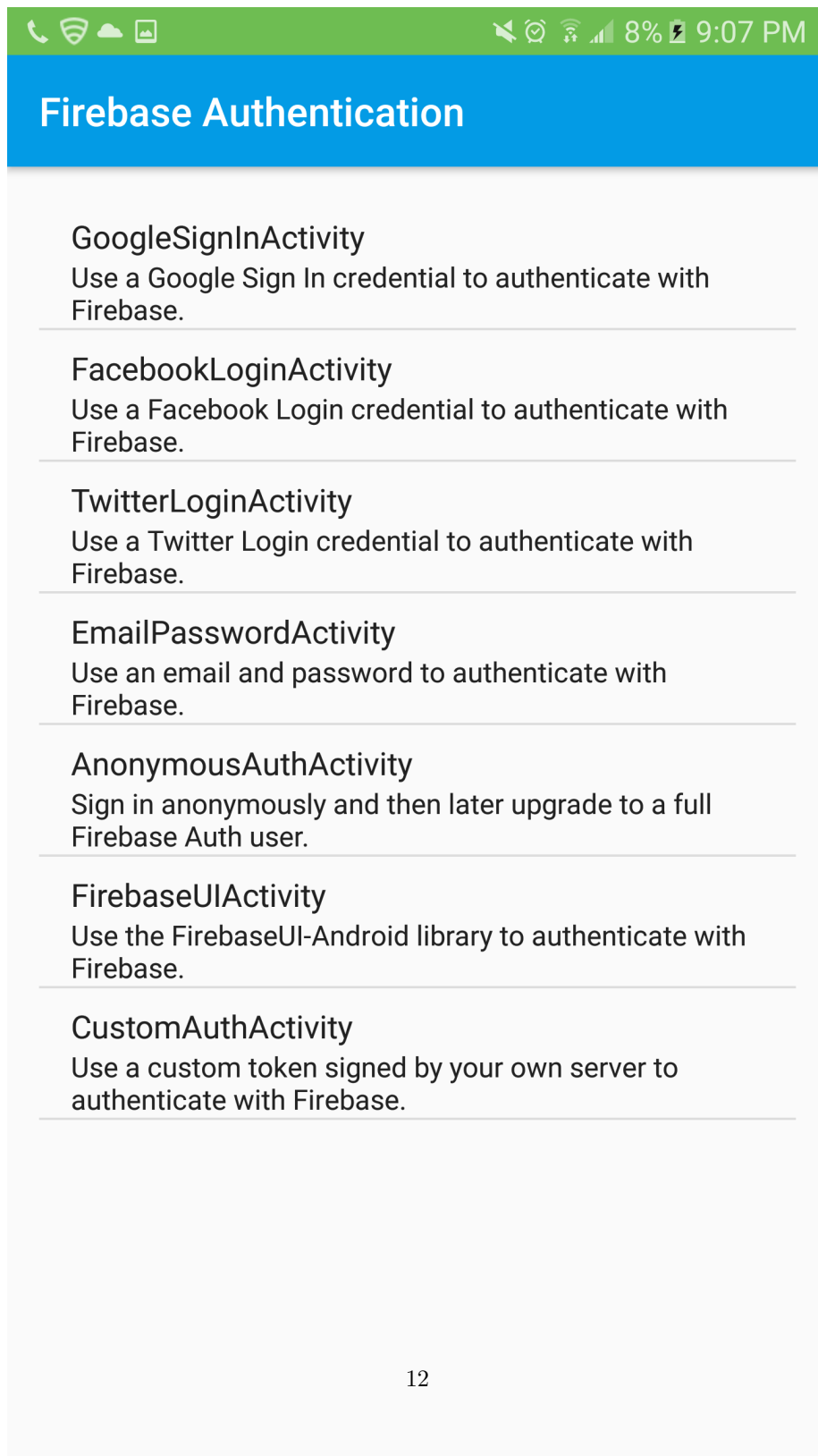


Figure 11: Firebase Storage running on my personal phone