Stick Defense Documentation

Requirements

- API >= 15
- WiFi Direct or Internet access (For multiplayer)
- 10MB Disk space
- 150MB available RAM

Architecture and Design

- GameState – Holds the current state of the game. (Weapons, towers, credits etc.) This is a Singleton class that shared among all of the application other components.
- GameSurface – Responsible for drawing the game.
- Market – Players can buy soldiers, towers and other weapons between games.
- Sprite – A utility class that helps with managing all of the sprites.
- Other classes that represents the soldiers, towers, bow etc.

MultiPlayer

- Sever – Connects between all of the users. The player that hosts the league constructs and manages the server.
- Client – Every player has a client class that communicate with the server.
- LeagueManager – Holds and manage all of the information about the league. (Statistics, pairs the players for the next battle)
- Protocol – Represents the protocol between the server and the clients.

SinglePlayer

- AI – Represents a virtual player in the single player mode.