User Manual
FunNums
Foul Owls
December 2, 2017

Installation:

To install, first get access to the FunNums git repo, (Morteza should already have access). Then, after setting up your connection to this git repo, use

Git pull master

Then, you can open this project in android studio by clicking on "open project" in Android Studio and selecting the location where your local repo is. Once the project is opened, click run in Android Studio and the app should start in a few moments.

If you use an actual Android device, make sure USB debugging is enabled. Here is a link describing how to do this for different Android versions.
https://www.phonearena.com/news/How-to-enable-USB-debugging-on-Android_id53909

Unit Tests:

To run unit tests, navigate to the top directory in the repo and run the following command
./gradlew test

Guide:

If the app is opened for the first time, you will be prompted to enter a username. Note that this name cannot be changed once it is entered! The username is only used for the global leaderboard.

Once in the Select Game menu, simply touch the logo of a game to start playing! "How to Play" instructions for each game is included in the app itself. Pressing "quit" from the pause menu or game over screen returns you to the main menu. The volume for sound effects can be configured in Settings. The Leader Board displays the top ten highest scores and players for each game. Note that if there is no internet connection, nothing will be displayed.