



“OLD CHILDHOOD”

COM640 Advanced Mobile Development

ABSTRACT

COM640 Advanced Mobile Development
Assignment 02 Java based Mobile Application development.

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Chapter 1 :

Introduction To My Mobile Application.

“OLD _CHILDHOOD” Java native android mobile application was developed to especially based on Nine Tees 1990s since most Nine Tees now searching there Old Early played games most of them were cannot find these early played games separately but I have designed my mobile application with three combinations of games called

- **Tapioca Pearls Shooter**
- **Maze Tour Runner**
- **Piano Tiles**

Below mentioned three applications are combined into one application to our especially based **Nine Tees**, In the **Present world** I have noticed most mobile applications are based online and most of them cannot play even on a separate mobile since most of the games were designed for high performed mobiles and they even cannot play even while traveling also but my mobile application game combination can be played on any variation mobile, any surface or else even when we traveling through train or buses we can go through it and play.

“OLD _CHILDHOOD” was designed with two pages Login Pages called

- **Register**
- **Existing Login**

With four languages LIKE

- **Français.**
- **Chinese.**
- **Arabian.**
- **English.**

Setting BAR with five descriptions called

- Themes
- Languages
- Modes
- About
- Help

Finally, the main page has four more options,

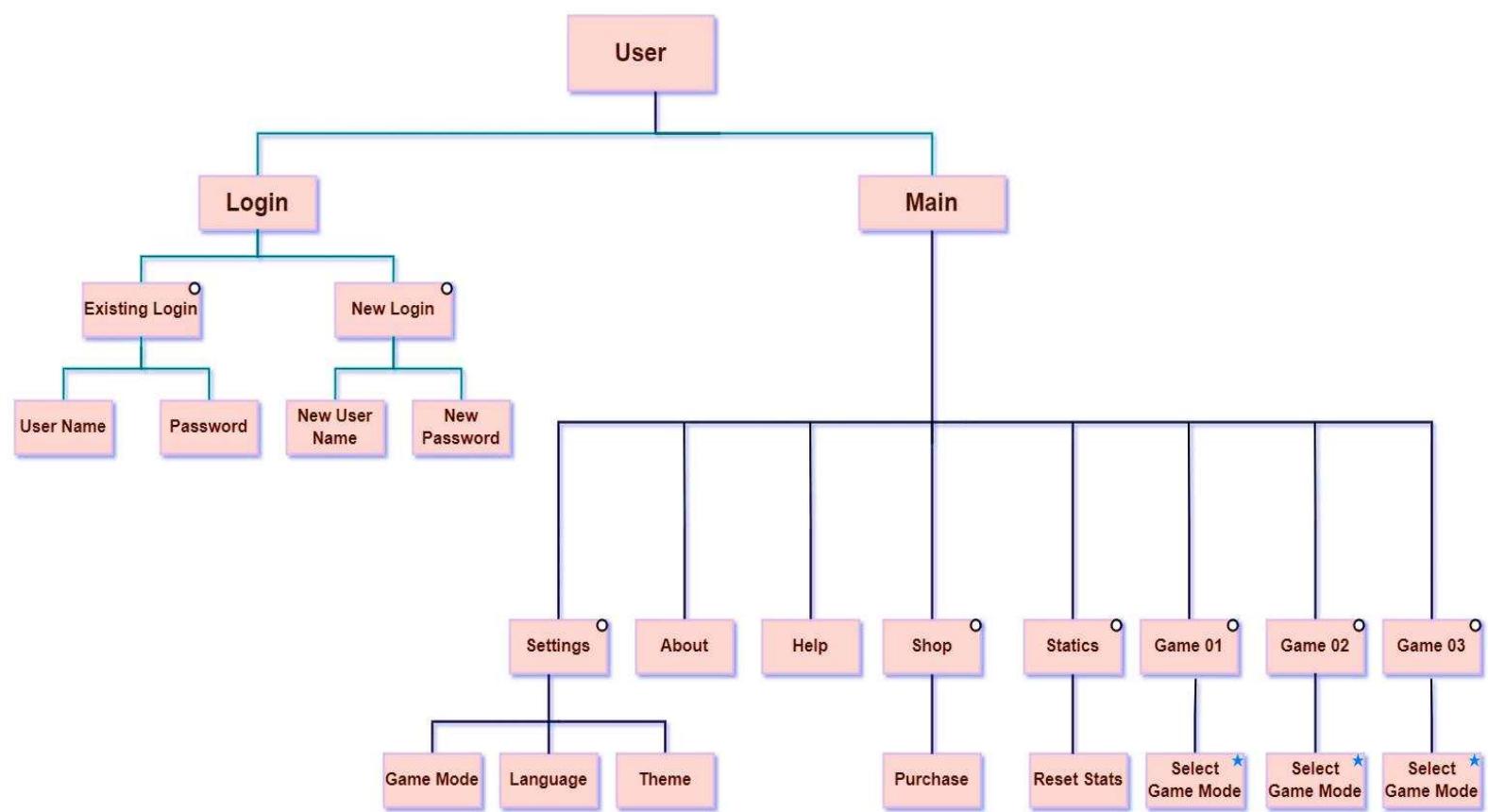
- Settings
- Select Game
- Shop
- Statistics

So my purpose is to give forward to Nine Tees 1990s to say they searched mobile application has been released with an easy operation module.

Not only that but also more pages that include different options before playing the selected game. I will move directly to my JSP Diagram of the Mobile Application to have a great idea regarding the **“OLD _CHILDHOOD”** mobile application.

Chapter 2 :

JSP Diagram of the Mobile Application



Chapter 03

Testing of the Mobile Application.

	Test case Step	Test case Description	Test Case Input	Test Case Expecting Output	Test Case Result Output	Result
Round number 1	1	Loging to the Game Without Existing Login	1. Inserting Formated Username and password	Username and Password "not registered" and Page Reseted	Username and Password "not registered" and Page Reseted	Pass
			2. Inserting UnFormated Username and password	Show the error "invalid format" Username and Password "not registered" and Page Reseted	Show the error "invalid format" Username and Password "not registered" and Page Reseted Unexpectedly page got Frozen	Fail
Round number 1	2	Register to the Game	1. Inserting Formated Username and password	New Register Should be created succesfully	New login should be created and need to go to Main Login Page	Pass
			2. Inserting UnFormated Username and password	Show the error "invalid format" and Page Reseted to re fill	Show the error "invalid format" and Page Reseted to re fill	Pass
round number 2	3	Loging to the Game With Existing Login	1. Inserting Formated Username and password	Successfully Loging and go to the Game Main Page	Successfully Loging and go to the Game Main Page	Pass
			2. Inserting UnFormated Username and password	Show the error "invalid format" Username and Password "not registered" and Page Reseted	Show the error "invalid format" Username and Password "not registered" and Page Reseted	Pass
Round number 2	4	Loading the Main Page	1. Using Existing Login	Using Existing Login	Using Existing Login	Pass
			2. Using New Registered Login	Using New Registered Login	Using New Registered Login	Pass
Round number 2	5	Go to Settings	1. Click Settings Button	When Clicked Settings Settings Page should Open	When Clicked Setting Setting Page Opened	Pass
			2. Load Settings Options	Load Settings Options "Themes" "Languages" "Dark Mode"	Settings Options Loaded "Themes" "Languages" "Dark Mode"	Pass
Round number 2	6	Check Setting Options Working	1. Click Setting Option Page Tab 1 "Themes"	Click Setting Option Page Tab 1 "Themes" View Default Green/Purple Orange/Teal Blue/PinkChoose Theme	Viewed "Themes" with selection Default Green/Purple Orange/Teal Blue/PinkChoose Theme	Pass
			2. Click Setting Option Page Tab 2 "Languages"	Click Setting Option Page Tab 2 "Languages" View Français 中文 عربية English	Viewed "Languages" with selection Français 中文 عربية English	Pass
			3. Click Dark Mode	When Clicked "Dark Mode" Auto Matically Chaging the Next mode up to "Light Mode"	When Clicked "Dark Mode" "Light Mode" Changed	Pass

Re fixed & Application Relaunched

Round number 2	7	Check Game one is Working "Maze Tour Runner"	1. Click Game 01 "Maze Tour Runner"	When clicked "Maze Tour Runner" the game preview page should opened	"Maze Tour Runner" Preview page loaded	Pass
			2. Click Poin Viewer Button	When Clicked Point Viewer the Pointer should be loaded as Selection and point can be select	Pointviewer opened and Pointers Selection loaded as @ # \$ % any point selected	Pass
			3. Click on "Easy Game Mode"	When Clicked "Easy Game Mode" "Easy Game Mode" Should Be Open	"Easy Game Mode" "Maze Tour Runner" Game Sucessfully Opened	Pass
			3. Click on Medium Game Mode	When Clicked "Medium Game Mode" "Easy Game Mode" Should Be Open	"Medium Game Mode" "Maze Tour Runner" Game Sucessfully Opened	Pass
			4. Click on "Hard Game Mode"	When Clicked "Hard Game Mode" "Easy Game Mode" Should Be Open	"Hard Game Mode" "Maze Tour Runner" Game Sucessfully Opened	Pass
		5. Click on "Exit"	When Clicked "Exit" from "Maze Tour Runner" It should be Exit and navigates to Main Page	When Clicked "Exit" from "Maze Tour Runner" Quit and Re navigated to Main Page	When Clicked "Exit" from "Maze Tour Runner" Quit and Re navigated to Main Page	Pass
Round number 2	8	Check Game two is Working "Tapioca Pearls Shooter"	1. Click Game 02 "Tapioca Pearls Shooter"	When clicked "Tapioca Pearls Shooter" "Tapioca Pearls Shooter" the game preview page should opened	"Tapioca Pearls Shooter" Preview page loaded	Pass
			2. Click on Medium Game Mode	When Clicked "Instructions" "Instructions" Should Be Open and next when clicked Exit "OK" button intuction page should Successfully close	When Clicked "Instructions" "Instructions" page loaded next when clicked Exit "OK" button intuction page should Successfully closed	Pass
			3. Click on "Tapioca Pearls Shooter" "Play" button	When Clicked "Play" button "Tapioca Pearls Shooter" Game has to Open	"Tapioca Pearls Shooter" Game launched perfectly	Pass
			4. Click on "Exit"	When Clicked "Exit" from "Tapioca Pearls Shooter" It should be Exit and navigates to Main Page	When Clicked "Exit" from "Tapioca Pearls Shooter" Quit from it and Re navigated to Main Page	Pass

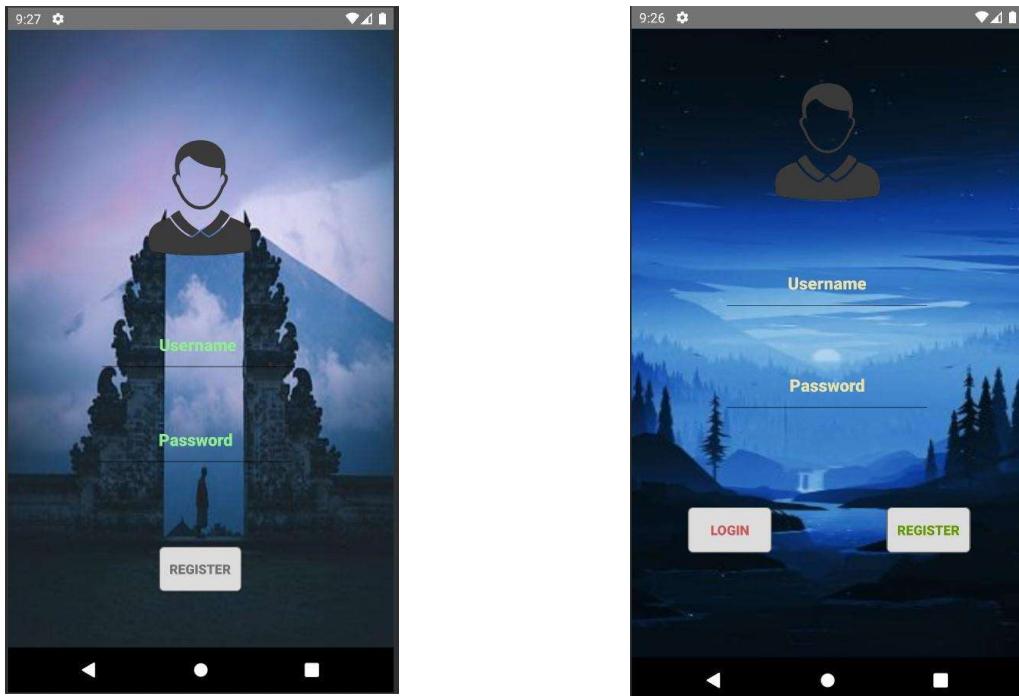
Round number 2	9	Check Game three is Working "Piano Tiles"	1. Click Game 01 "Piano Tiles"	When clicked "Piano Tiles" the game preview page should opened	"Piano Tiles" Preview page loaded Pass
			2. Click on 4 x 4 mode	When Clicked " 4 x 4 " Mode " 4 x 4 " Mode Should Be Opened	" 4 x 4 Mode " "Piano Tiles" Game Sucessfully Opened Pass
			3. Click on 5 x 5 mode	When Clicked " 5 x 5 mode " " 5 x 5 mode " Should Be Opened	" 5 x 5 mode " "Piano Tiles" Game Sucessfully Opened Pass
			3. Click on Invert mode	When Clicked " Invert mode " " Invert mode " Mode Should Be Opened	" Invert mode " "Piano Tiles" Game Sucessfully Opened Pass
			4. Click on "Exit"	When Clicked "Exit" from "Piano Tiles" It should be Exit and navigates to Main Page	When Clicked "Exit" from "Piano Tiles" Quit and Re navigated to Main Page Pass
Round number 2	10	Check "ABOUT" Option	1. Click on "ABOUT" Tab	when clicked "ABOUT" button the about game page succefully should load	when clicked "ABOUT" button page successfully not loaded FAIL
	11	Check "HELP" Option	1. Click on "HELP" Tab	when clicked "HELP" button the about game page succefully should load	when clicked "HELP" button page successfully not loaded FAIL
Round number 3	12	Check "ABOUT" Option	1. Click on "ABOUT" Tab	when clicked "ABOUT" button the about game page succefully should load	when clicked "ABOUT" button page successfully not loaded PASS
	13	Check "HELP" Option	1. Click on "HELP" Tab	when clicked "HELP" button the about game page succefully should load	when clicked "HELP" button page successfully not loaded PASS
Round number 3	14	"Swipe to shop" check	1. Right "Swipe to shop"	When Right "Swipe to shop" Shop should be open	When Right "Swipe to shop" Shop open PASS
			2. On shop page when click on a Character it can be purchase	when were we On the shop page when click on a Character it can be purchase the it should Indicates " I WANT IT "	The Character Successfully Loaded " I WANT IT " notification loaded Can be purchase PASS
			3. When Swiped on Icon called "Swipe to Main Menue"	3. When Swiped on Icon called "Swipe to Main Menue" it should re navigate to main game page	"Swipe to Main Menue" succesfully worked and came back to Main Game page PASS
Round number 3	15	"Swipe to Statics" check	1. When Swiped on Icon called "Swipe to Statics"	3. When Swiped on Icon called "Swipe to Statics" it should re navigate to main game page	"YOUR STATISTICS" Page loaded PASS
		Click ON "RESET YOUR STATISTICS"	2. Clicking on "RESET YOUR STATISTICS"	When Clicked on "RESET YOUR STATISTICS" the statistics should reset	The statistics reseteted PASS
		"Swipe to Main" check	3. When Swiped on Icon called "Swipe to Main"	3. When Swiped on Icon called "Swipe to Main" it should re navigate to main game page	"Swipe to Main" succesfully worked and came back to Main Game page PASS
Round number 3	16	Quit Game	1.Quit Game	Quit Game	Quit Game PASS
					Re fixed Application & ReLaunched

Chapter 4

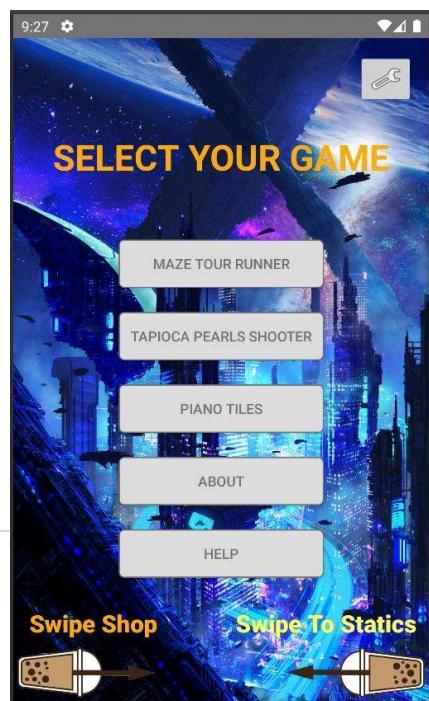
Working features and prototype features

4.1 Working Features

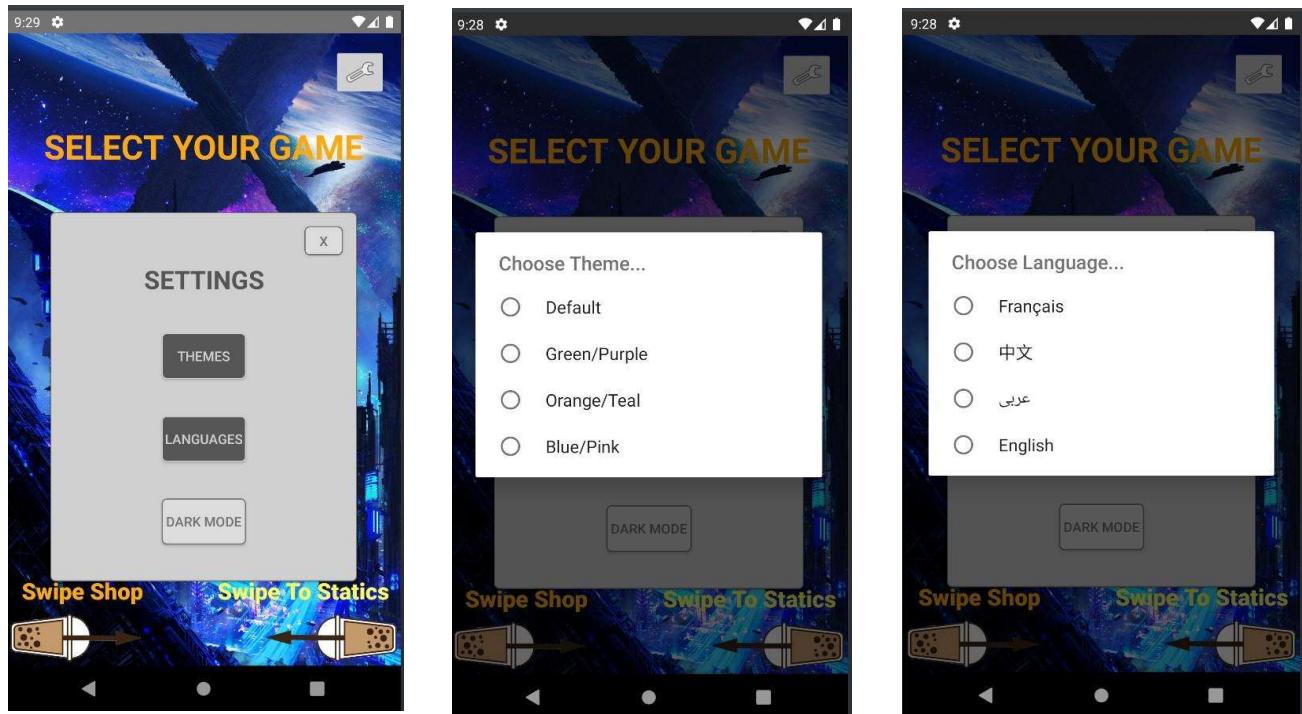
1. Login Page >> Existing Login/ New Login – **Functioning**



2. Main Page - **Functioning**



3. Setting Options – Functioning



4. About – Functioning



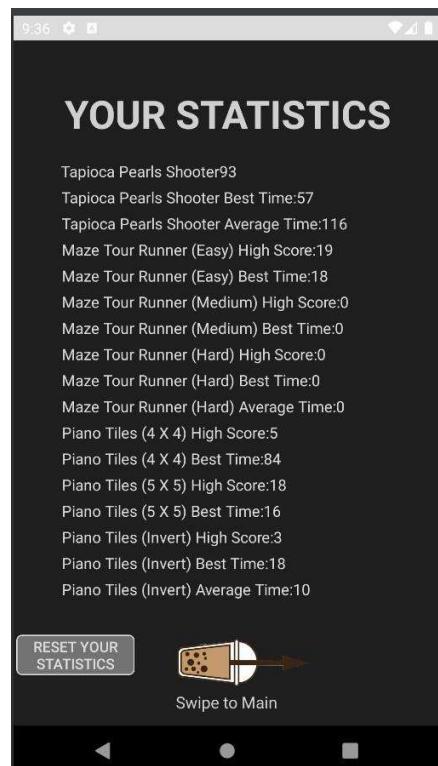
5. Help - Functioning



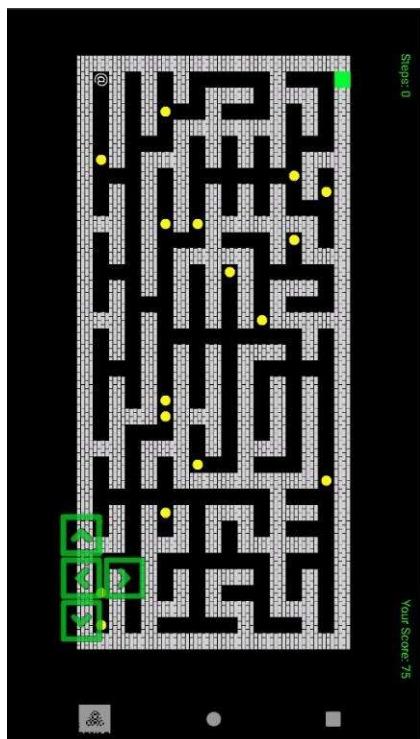
6. Shop - Functioning



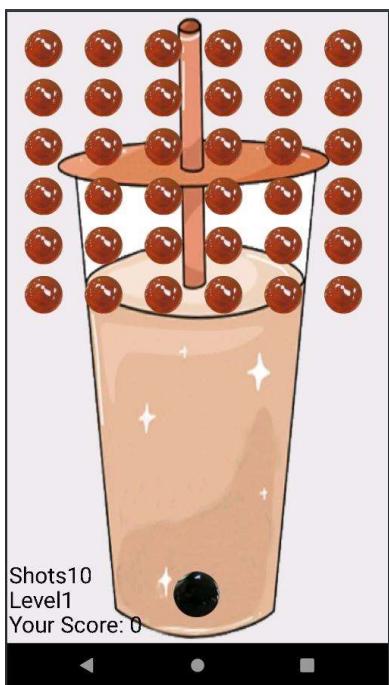
7. Statics - Functioning



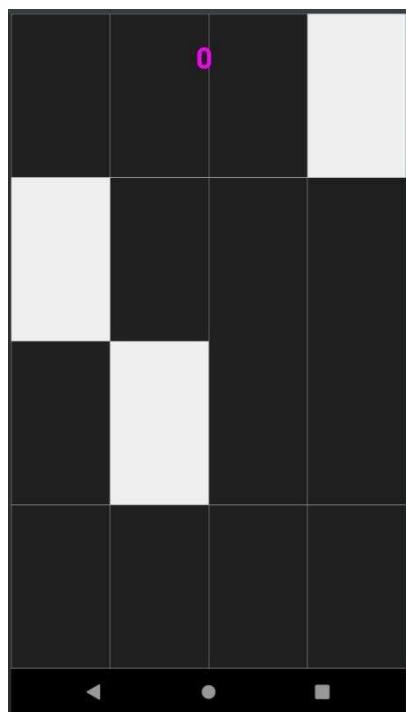
8. Game 1 (Maze Tour Runner) - Functioning



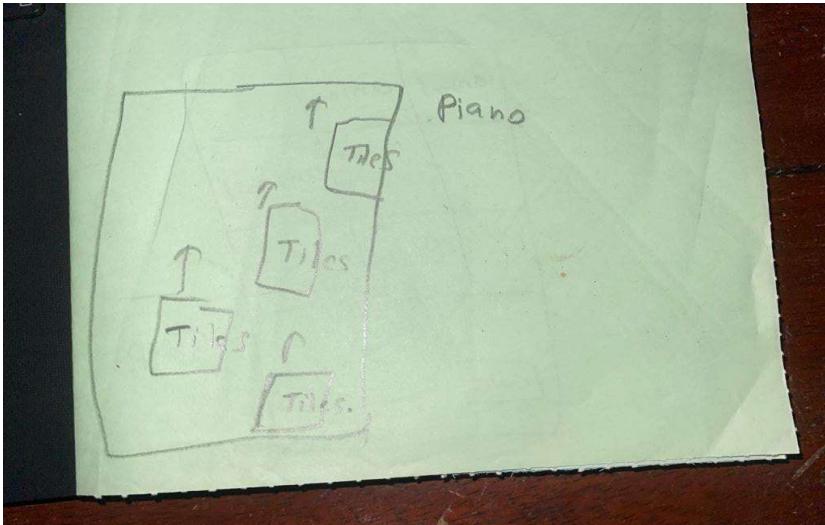
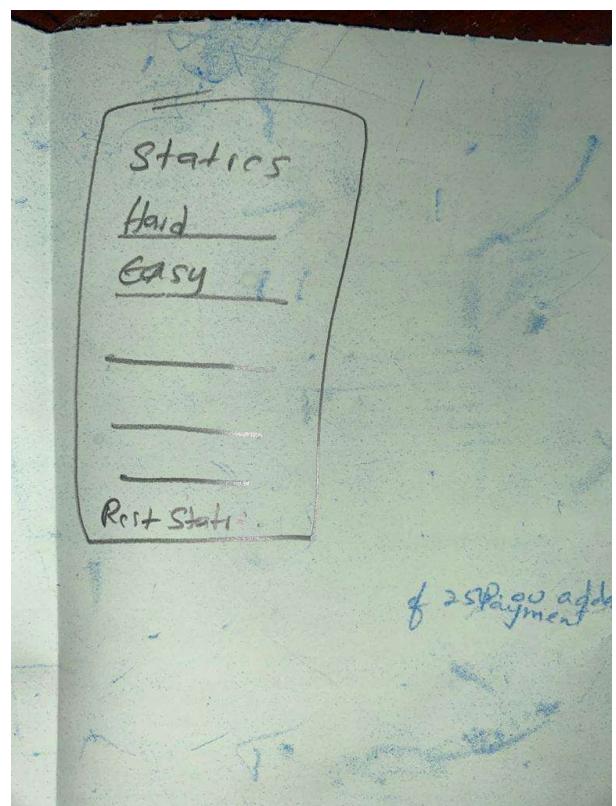
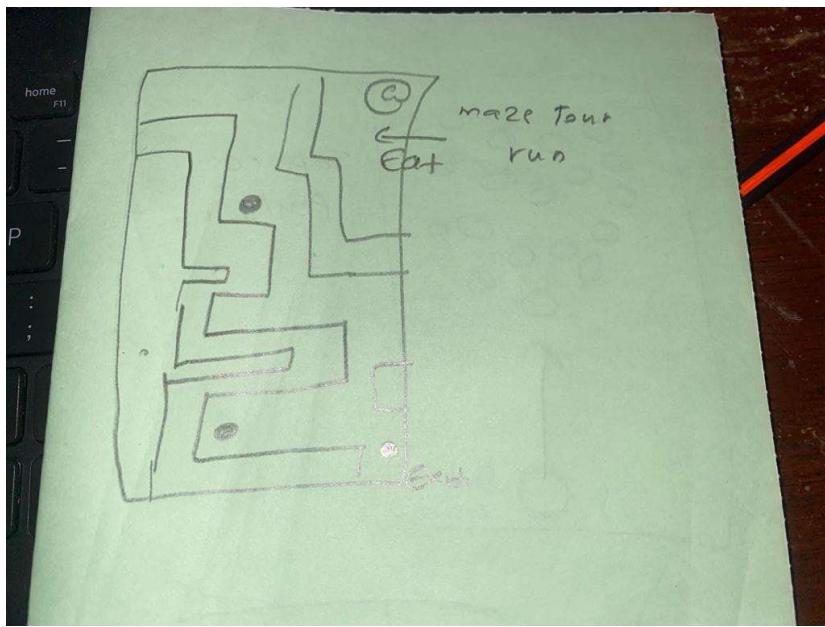
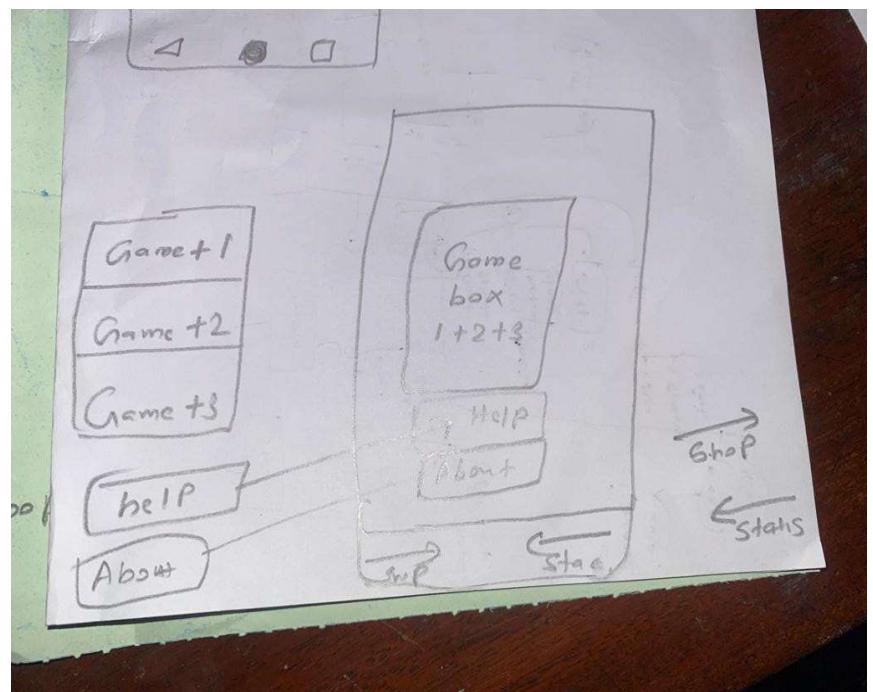
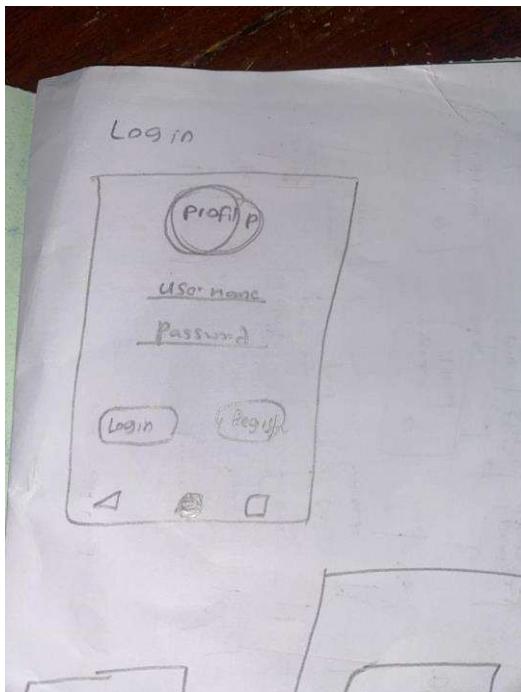
9. Game 2 (Tapioca Pearl's Shooter) - **Functioning**

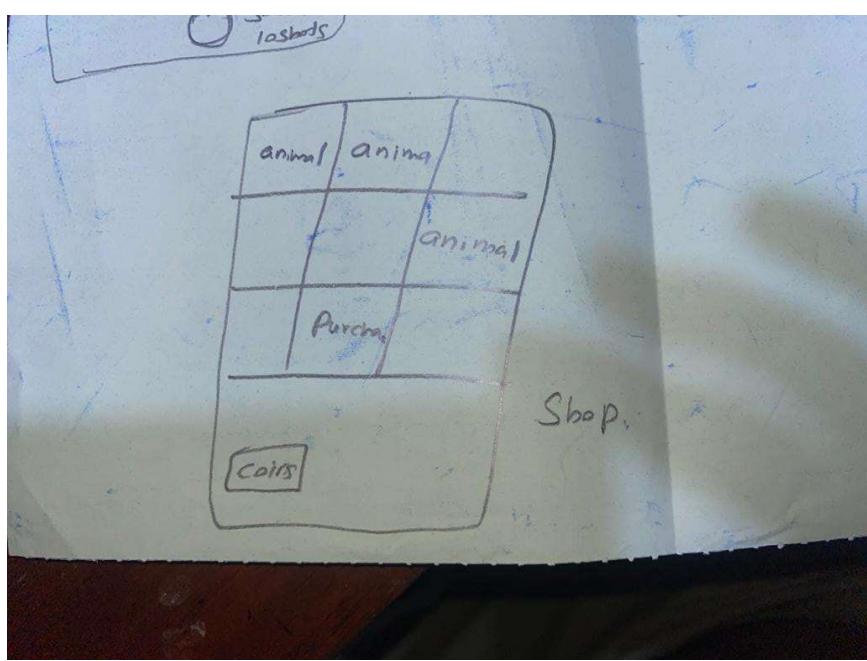
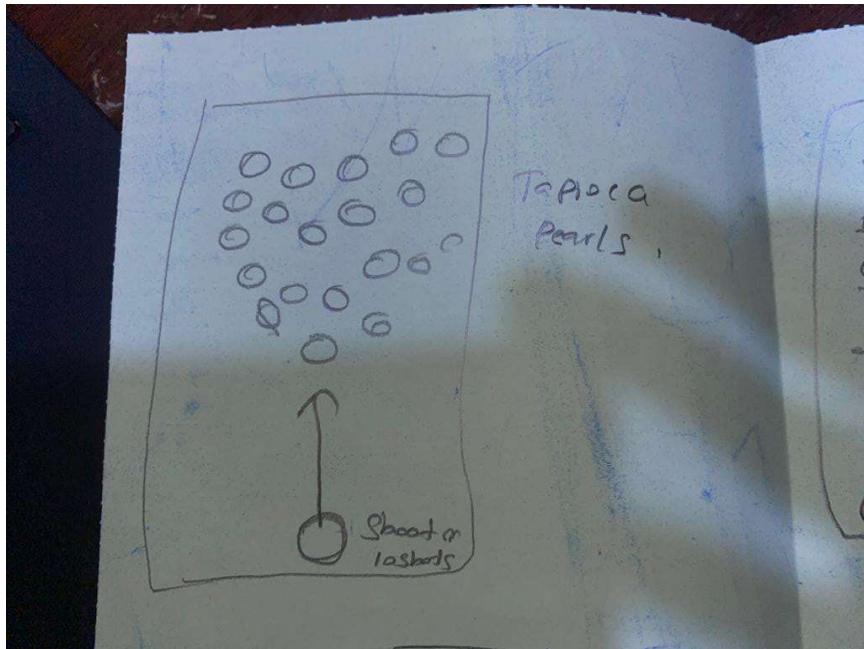


10. Game 3 (Piano Tiles) - **Functioning**



4.2 prototype features





Chapter 5:

Problems Encountered when developing the mobile Application

1. Error when rendering Compose Preview

Starting with Android Studio Chipmunk, if you're seeing `java.lang.NoSuchFieldError: view_tree_saved_state_registry_owner` or `java.lang.ClassNotFoundException: androidx.savedstate.R$id` in the issues panel, make sure to include a debug implementation dependency to `androidx.lifecycle:lifecycle-viewmodel-savedstate` in your module.

If you're seeing `java.lang.NoSuchFieldError: view_tree_lifecycle_owner` in the issues panel, make sure to include a debug implementation dependency to `androidx.lifecycle:lifecycle-runtime` in your module.

If you're seeing `java.lang.NoClassDefFoundError: Could not initialize class android.Custom view.Pooling container.PoolingContainer` or `java.lang.NoClassDefFoundError: android/custom view/pooling container/PoolingContainerListener` in the issues panel, make sure to include a debug implementation dependency to `androidx.customview:customview-poolingcontainer` in your module.

2. Error when using different passwords for key and keystore

Starting with version 4.2, Android Studio now runs on JDK 11. This update causes an underlying behavior change related to signing keys.

When you navigate to **Build > Generate Signed Bundle / APK** and attempt to configure app signing for an app bundle or an APK, entering different passwords for the key and keystore may result in the following error:

Key was created with errors:

Warning: Different store and Key passwords not supported for PKCS12 Key stores

3. Android Studio doesn't start after installing version 4.2

Studio tries to import previous `.vmoptions` and sanitize them to work with the garbage collector used by JDK 11. If that process fails, the IDE may not start for certain users who set custom VM options in the `.vmoptions` file.

To work around this issue, we recommend commenting out custom options in `.vmoptions` (using the `#` character). The `.vmoptions` file can be found in the following locations:

4. Apps using Database Inspector crash on the Android 11 emulator

Apps using the Database Inspector may crash when running on the Android 11 emulator, with an error like the following appearing in logcat:

5. Compilation issue in Kotlin multiplatform projects

Compilation errors may arise in Kotlin MPP code due to missing symbols. Upgrading your Kotlin plugin to version 1.4 should resolve this issue.

6. Gradle Sync Failed: Broken Pipe

The issue is that the Gradle daemon is trying to use IPv4 instead of IPv6.

7. Some test run configurations don't work

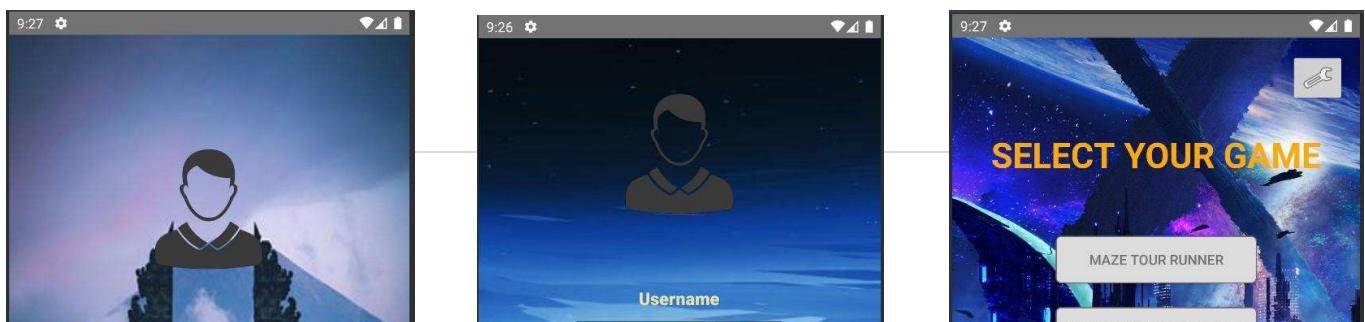
Not all run configurations that are available when right-clicking a test method are valid. Specifically, the following configurations are not valid:

- Gradle run configurations (which have a Gradle logo as the icon) don't work.
- JUnit run configurations (which have an icon without the green Android) don't apply to instrumentation tests, which cannot be run on the local JVM.

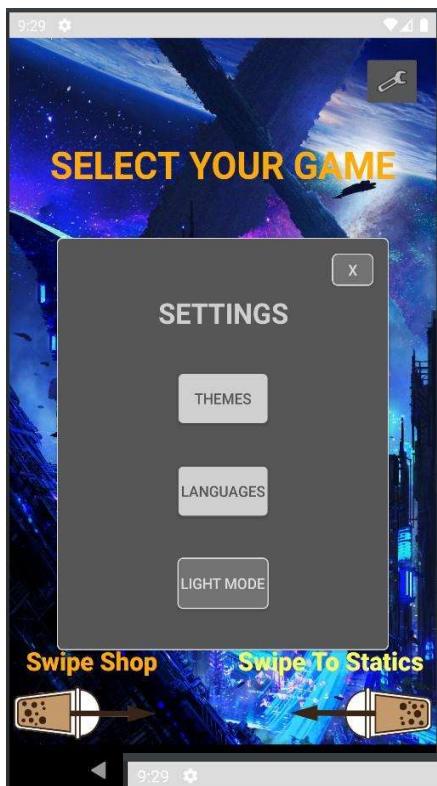
Android Studio also remembers the run configuration created in a given context (for example, right-clicking a specific class or method), and will not offer to run in a different configuration in the future. To fix this, click **Run > Edit Configurations** and remove the incorrectly-created configurations.

Chapter 6

Screenshots of the Mobile Application



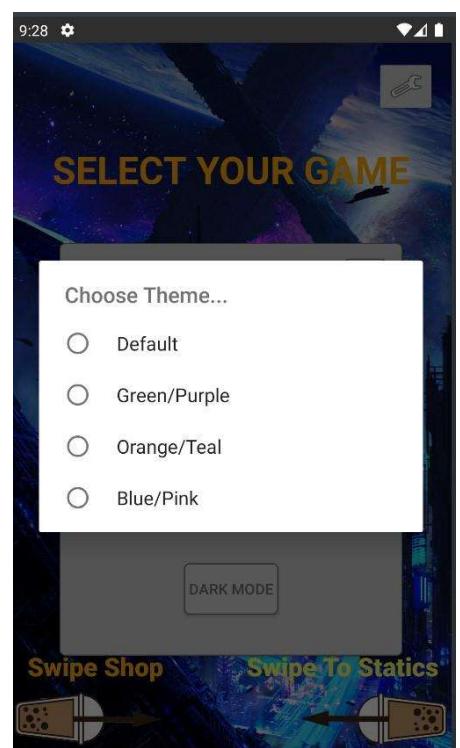
1 . Register Page



2. Login Page



3. Main Page



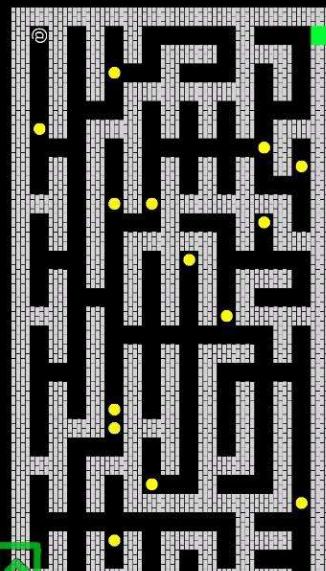
Maze Tour Runner

Escape the Maze Tour Runner. The fewer steps you take the higher your score. Move your character by tapping the arrow buttons.

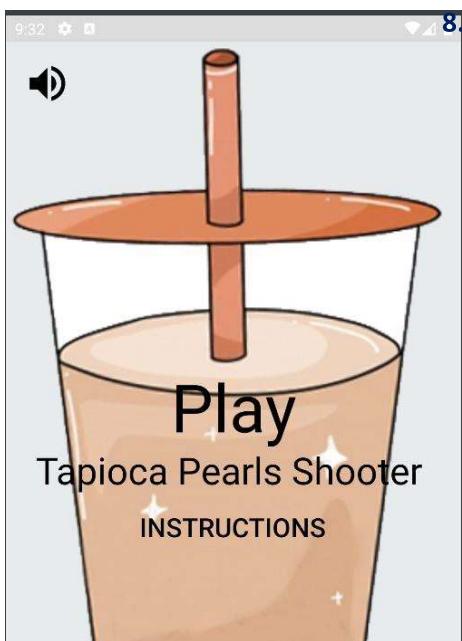
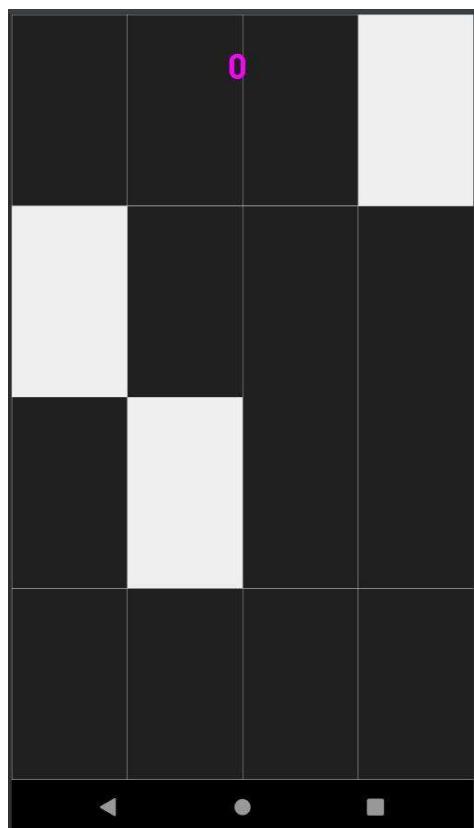
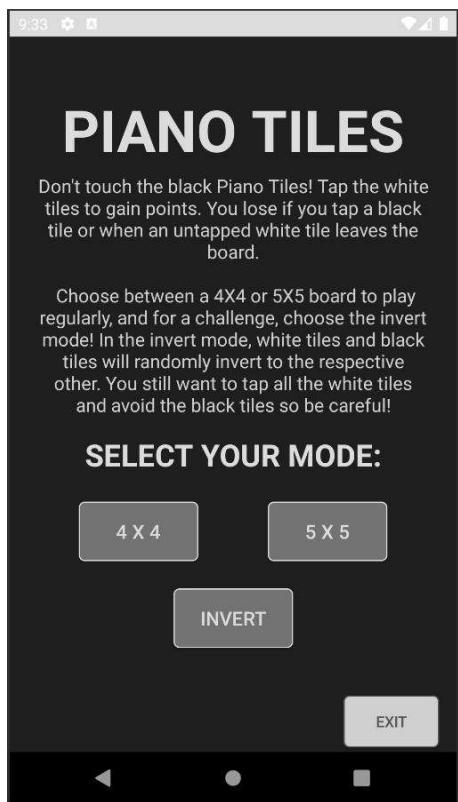
EASY MODE

MEDIUM
MODE

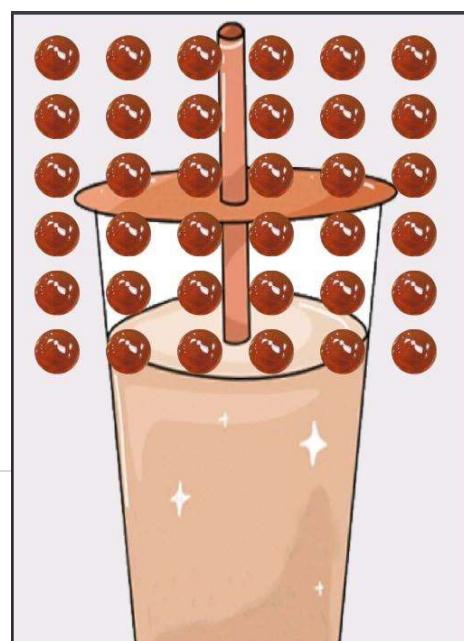
Setting Language Page



7. Game 01 MAZE TOUR RUNNER



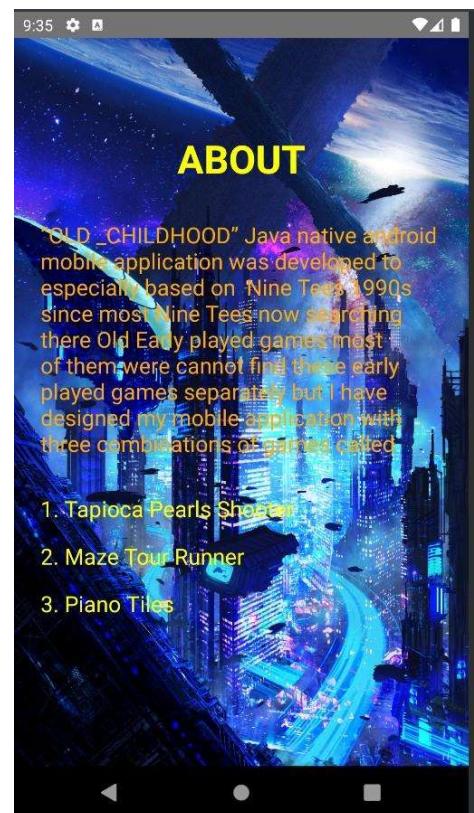
8. Game 02 PIANO TILES



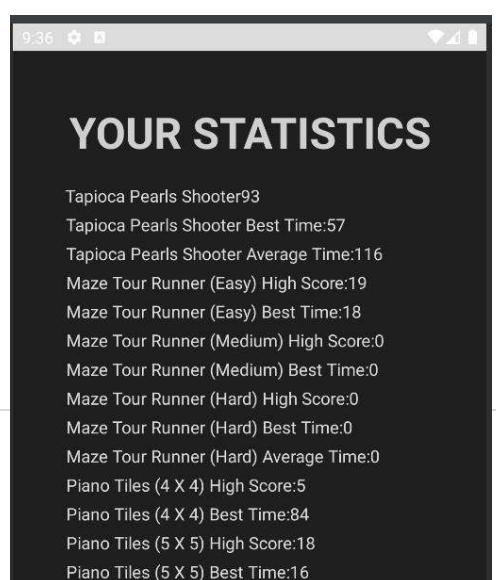
9.Game 03 TAPIOCA PEARLS SHOOTER



10.HELP PAGE



11.ABOUT PAGE



age