

MTG Life Counter App

The Magic The Gathering™ Companion App
Developed by Starshiplad

Update as of: 18/10/19

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Overview:

MTGLifeCounter will be an android operating system application. It will have a lightwieght, minimalistic interface to manage a simple game of MTG.

The program will display player names facing towards the player as if the phone, flat down, was a table. All UI elmenets related to a player will be exact copies for each other player.

No one view will have more than 2 possible gesture interactions (swipe/touch/long touch/double touch)

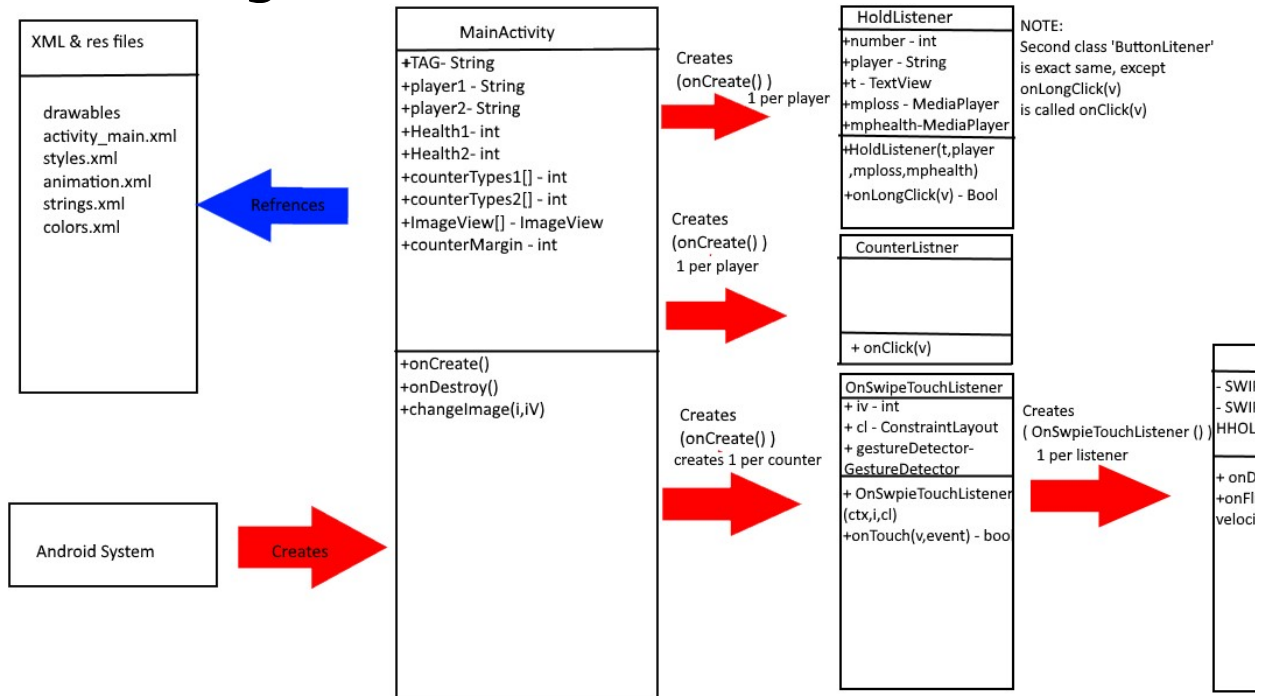
The program will feature sound. It will be possible to mute all sounds.

The program will feature custom-made pixel art views.

The program will run on Android operating systems above jellybean(4.3)

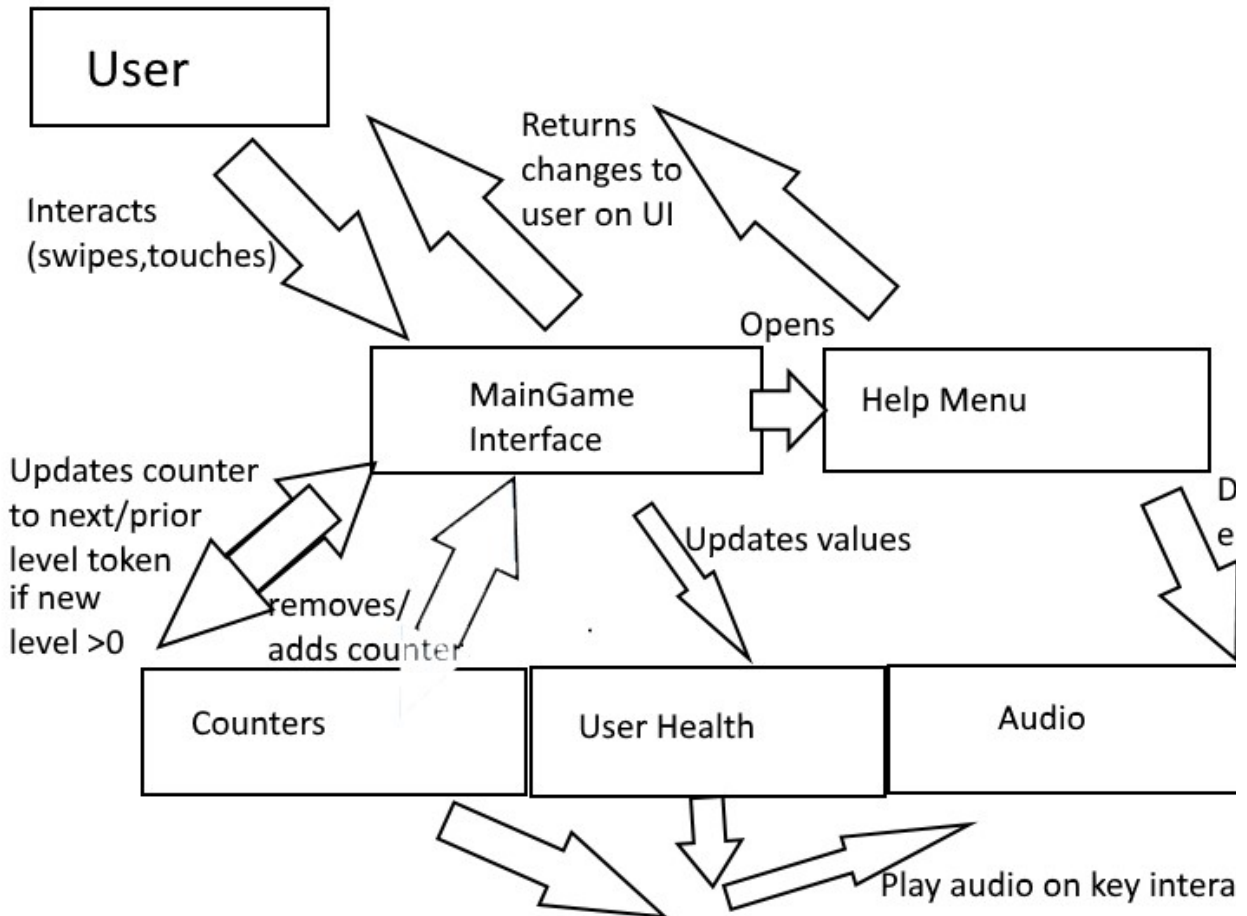
The program will run either through a APK installer or the google paly store.

UML Diagram:



Application Process Flow:

Application Process Flow (Expected)



Method Descriptions:

MainActivity:

void onCreate(Bundle savedInstanceState):

To do

HoldListener:

boolean onLongClick(View v)

To do

ButtonListener:

boolean onClick(View v)

To do

CounterListener:

boolean onClick(View v)

To do

OnSwipeTouchListener:

boolean onClick(View v)

To do

GestureListener:

boolean onSwipeRight(View v)

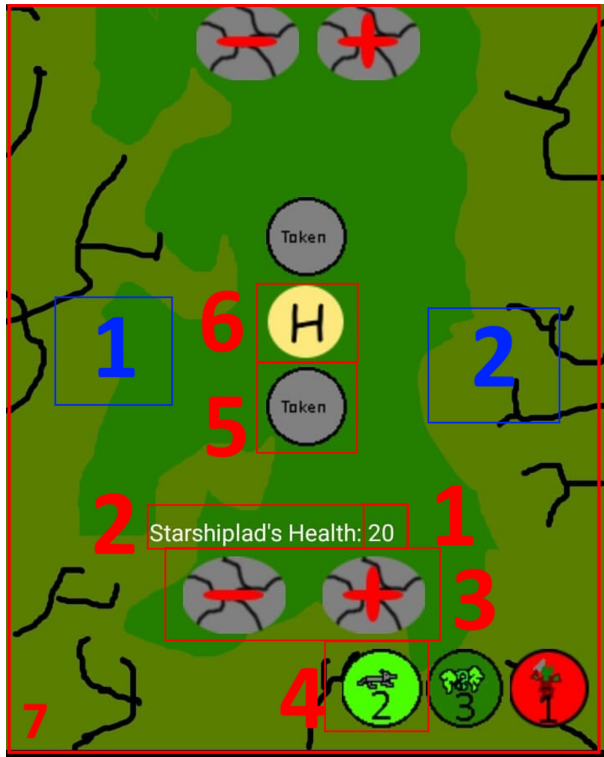
To do

Execution:

*To install MTGLifeCounter, go to
www.Starshiplad.com/MTGApp.apk .*

This will download the MTG life counter app apk file. You need to let your system run apps from external sources (I recommend turning this back on after installing) to fully download. Once you run the installer, it should work fine! Requires jellybean android OS and above.

Window Layout:



1:

Health Counter (Mirrored for all players).

Displays the health of the faced player. Can be incremented in units of 1 or 5 (See [3]).

2:

Player Name (Mirrored for all players).

Displays the Name of the faced player. Plan for it to be dynamically editable.

3:

Health Modifiers (Mirrored for all players).

Minus and Plus imageviews with listeners that lower or add to a player's health by 1 or 5, depending on whether button held or pressed (see [1])

4:

Tokens/Counters (Mirrored for all players)

Token images added up to a set 'tokenmax' per player (See [5]). Tokens can be swiped left to increase the number they represent, or swiped right to decrease. swiping down from 1 removes the token. Tapping a token 'greys' it out, or un-greys it if already in a grey state.

5:

Token Addition Button (Mirrored for all players):

Adds a 'level-1' token on owning player's side. Token is added at first non-

taken spot. (E.G, if token 1 & 3 exist, but token 2 was swiped from 1 to (removed), token addition button would create lvl1 token at position 2) (See [4]).

6:

Coin:

Can be tapped by either player. Animates coin flipping between heads&tails, then has a 50% chance of finishing animations on either heads or tails.

7:

Background Image:

Static hand-drawn image. Should take up the entire screenspace. Drawn first(behind all other components)

To Be Added:

7:

Menu:

A static cog icon, that when tapped stores state of the game, and changes screen to a secondary settings menu where a player can change mode from 2 player to multiplayer, or mute the game.

When this screen is exited, game returns to saved state.

8:

Help Button:

A static questionmark icon, that when tapped stores state of the game, and changes screen to a scrollable help text display.

When this is exited, game returns to saved state.

Development Log:

19/10/2019

Added implementation of documentation file.

Added APK to website

Changes

>Changed documentation log format to .PDF

> Uploaded MTGHealth.apk to www.starshiplad.com

Changes -Github

>Released this Update

- > Merged 'Computer-Controlled' branch with master branch
- > Released 0.01 build

To Do:

- Final bug tests
- Add menu/help button
- Add option for multiplayer(4) mode
- Added sounds
- Implementation of players being allowed to edit names
- Build after- full release onto play store.

Next Update :

Week ending 17/11/2019

Next Build:

Week ending 24/11/2019