

## Assignment 2: League Tracking app

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Due: November 20, 2015 11:59pm

If you meet the requirements and specifications completely, that is worth an 85% grade. Provide enhancements (either from the suggested list or your own) to increase your grade to 100%.

The application keeps track of league player stats for a fictional 2 player game. The game being tracked is not part of the assignment (perhaps you are tracking a tic-tac-toe league).

A possible arrangement of the UI to support the required features is presented here:

### Main Menu activity

<b>Start Game</b>	(Button)
<b>View Scoreboard</b>	(Button)
<b>Select Player 1</b>	(Button)
<b>Select Player 2</b>	(Button)
<b>Add Player</b>	(Button)

### Game Emulator activity

<b>Player 1</b>	Joel	(TextViews)
<b>Player 2</b>	Ray	(TextViews)
<b>Joel wins!</b>		(Button)
<b>Ray wins!</b>		(Button)
<b>It's a tie!</b>		(Button)

### Scoreboard activity

<b>Player</b>	<b>Wins</b>	<b>Losses</b>	<b>Ties</b>	(TextViews)
Joel	4	1	5	(ListView with TextViews)
Ray	3	7	10	
Mike	3	2	5	

### Select Player 1 and Select Player 2 activities

<b>Select Player 1</b>	(TextView)
Joel	(ListView)
Ray	
Mike	

### Add Player activity

<b>Name</b>	_____	(EditText)
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## Operation

- This app maintains the 2 players for a 2-player game. Each player must specify a name.
- The Main Menu activity provides 5 buttons for starting the 5 activities of the app.
- The Game Emulator activity displays player 1 and 2 and provides 3 buttons that can be used to specify who won, lost, or tied the game.
- The Scoreboard activity displays all players that are stored in the database as well as their wins, losses, and ties.
- The Select Player activity allows the user to select player 1 or 2 from a list of players that's stored in the database.
- The Add Player activity allows the user to add a new player to the database.

## Specifications

- When the Game Emulator activity starts, it should check to make sure players 1 and 2 have been selected. If a player has not been selected, this activity should display the Select Player activity for the unselected player.
- If the user clicks on a button on the Game Emulator activity, the app should display the Scoreboard activity.
- The Scoreboard activity should sort the players by the number of wins in descending order.

### Database table

- The database should have a single table named player with 5 columns like this:

```
player
=====
_id
name
wins
losses
ties
```

## Possible Enhancements

- Modify the app to make it easier to navigate between its activities. For example, you may want to add menus or buttons to the activities. As a part of that process, you may want to restructure the app so it uses fewer activities. For example, you may want to remove the Main Menu activity and display the Game Emulator activity when the app starts.
- Add a way to update a player's name and/or a way to delete a player.
- Convert the activities to fragments and add multi-fragment layouts that allow the app to work better for large screens.
- Connect with a cloud database provider (like Parse.com) to store player data in the cloud.