# LANDLORD

A mobile game made by cocos2d-x

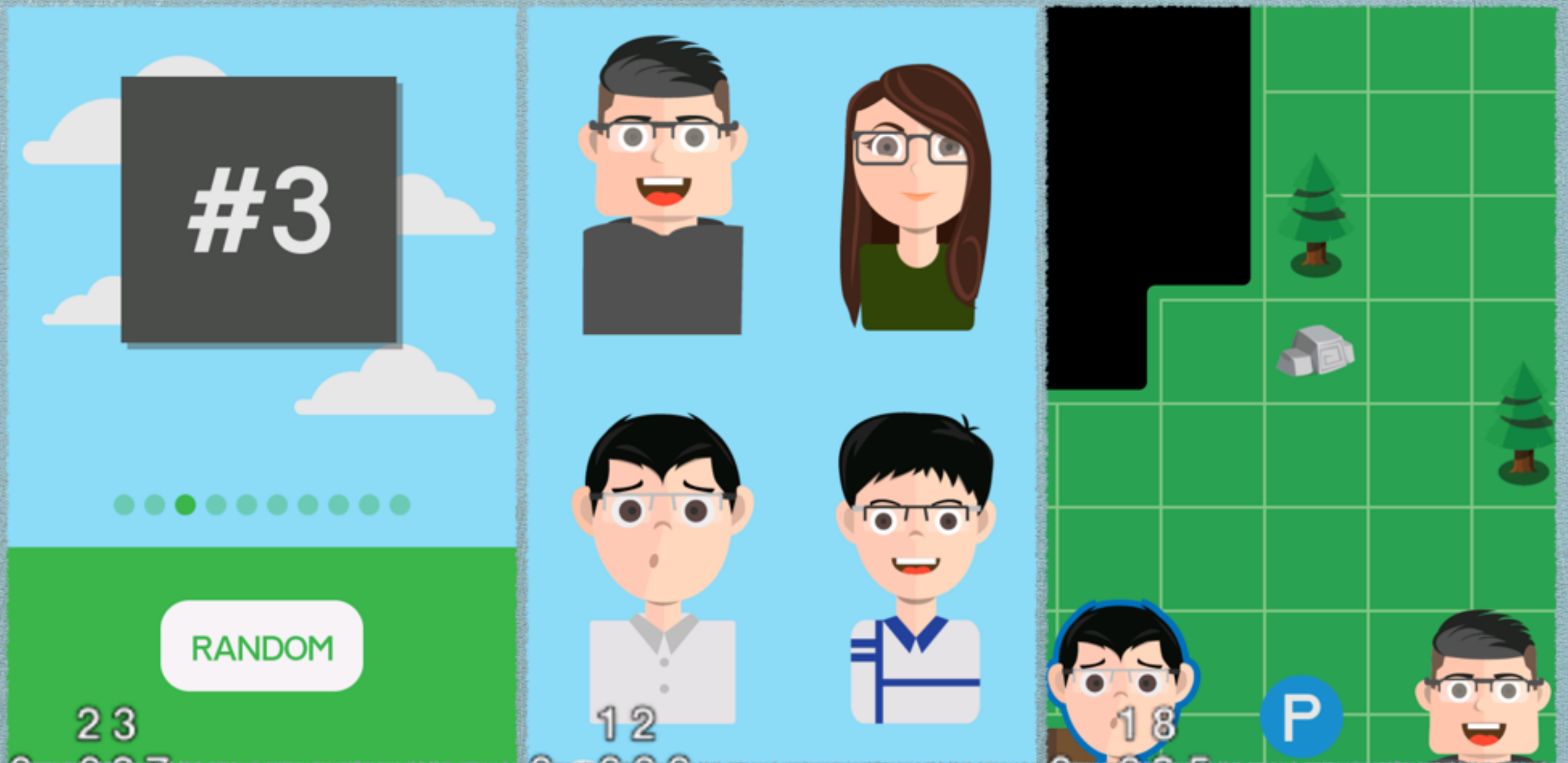HAT    ZHAQ    HALINK    TQT

# MEMBERS

Group 1 - SE Spring 2014 - UET VNU
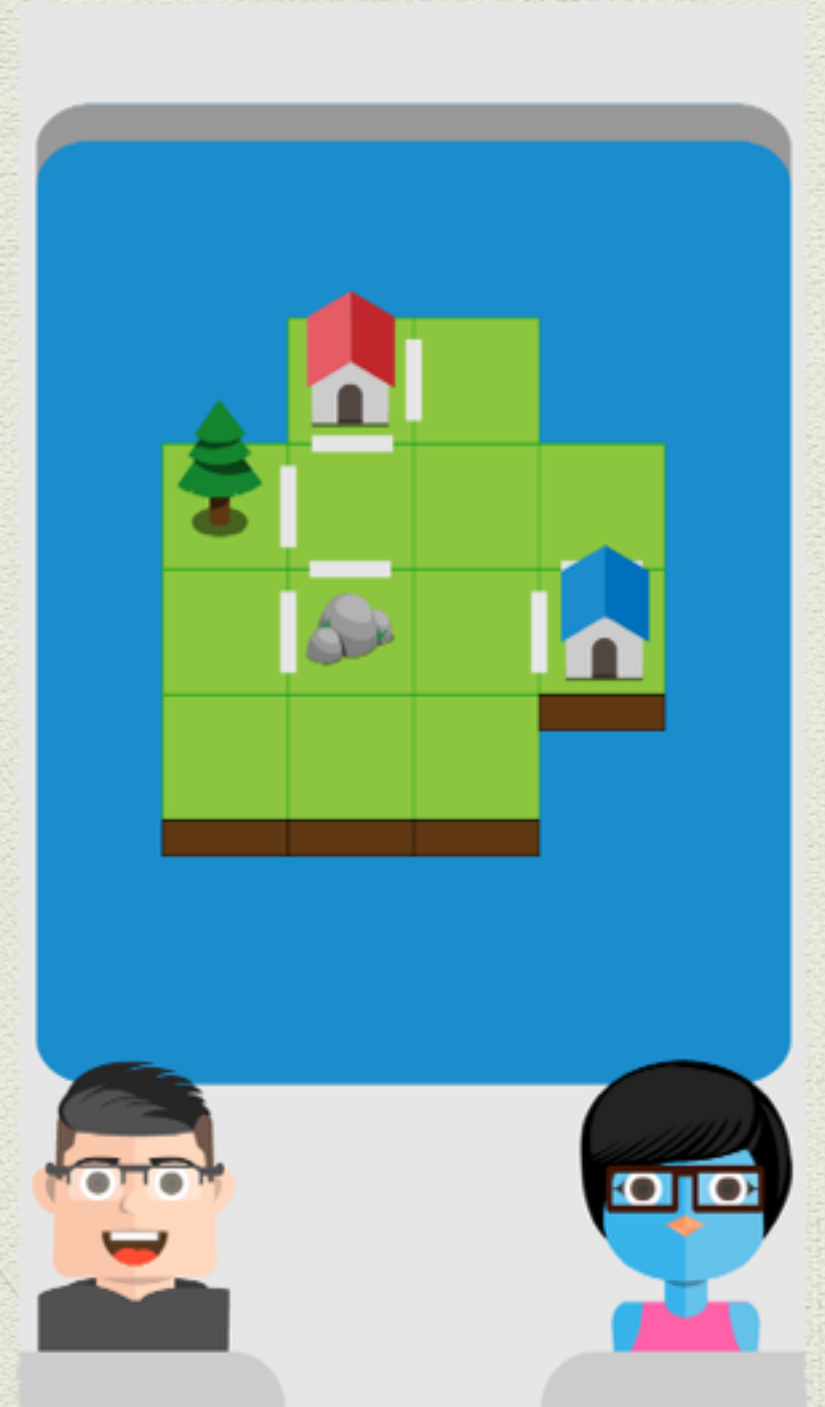
GAME CONCEPTS

# IDEA

- inspired by game on paper

- a board game

- 2 - player

- FUN and COOL

# GAMEPLAY

- two players compete with each other

- build houses and occupy the island

- tree mode

- https://github.com/tranvictor/landlord/wiki

# CONTROL

- touch on tiles

- choose the edge to put fence

- special tiles with hidden axe, tree, stone

  - collect axes

  - use axe to cut trees

# COCOS2D-X

*An awesome framework for making games*

## Hide accepted stories

- ★ = 💬 **startscene** Create Start Scene (HH)
- ★ = 💬 **anim, cloud** Make clouds can fly through screens (HH)
- ★ = 💬 **settingscene** Setting scene (HH)
- ★ = 💬 **winscene** Create a winning scene which appear after one player win the game (GNV)
- ★ = 💬 **choosemapscene, prototype** Create a scene to choose map that player wish to play (GNV)
- ★ = 💬 **playscene** Create play scene with simple interact (GNV)
- 🐞 💬 **choosecharacterscene** Array out of index in Choose character scene (TTQ)
- ★ = 💬 **chacracterscene** Create a scene to choose characters (TTQ)
- 🐞 💬 **choosecharacterscene** Graphic went wrong (HH)
- 🚩 💬 **prototype, scene** Integrate scenes to create a prototype version

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⊙ 142 commits　⑂ 4 branches　◌ 0 releases　⊞ 5 contributors

⎇ branch: master ▾　landlord / 🗎

[#49] pull 49

mvg68 authored 4 hours ago　　latest commit 555c934a58

| Classes | Merge branch '49-practiceTiledMap' of github.com/tranvictor/landlord … | 4 hours ago |
| Resources | [#49] delete untitled.tmx | 9 hours ago |
| proj.android | first commit | 23 days ago |
| proj.blackberry | first commit | 23 days ago |
| proj.ios | [#49] pull 49 | 4 hours ago |
| proj.linux | first commit | 23 days ago |
| proj.mac | first commit | 23 days ago |
| proj.marmalade | first commit | 23 days ago |
| proj.tizen | first commit | 23 days ago |
| proj.win32 | first commit | 23 days ago |
| proj.winrt | first commit | 23 days ago |
| proj.wp8 | first commit | 23 days ago |
| .gitignore | push to github | 21 days ago |
| README.md | initial commit | 21 days ago |

▤ README.md

<> Code
⊙ Issues
⨅ Pull Requests
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SSH clone URL
git@github.com:tranv...

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Agile the pivotal

map

Meeting

p chat

...itor - it's FREEE

...on

...sets data

**Weekly Team Meeting - Sprint Review**

Weekly team meeting #2 - 1st Sprint Review

1st Weekly Meeting - Script

Transcript - Sat, Feb 15

Add a card...

**To Do**

Target for Sprint 2: Complete Play Scene - playable

Reorder files in Xcode project

Assets for playScene

Make animation for map: can rebound when scroll map to edge

Add a card...

**Doing**

Create a map in playScene with Tiled map

Get official license for Texture Packer

Add a card...

```objc
#import <SenTestingKit/SenTestingKit.h>
#import "StartScene.h"
#import "cocos2d.h"
#import "Sound.h"
#import "SimpleAudioEngine.h"
#import "Constant.h"

@interface StartScene_Test : SenTestCase

@end

@implementation StartScene_Test

StartScene *start;

- (void)setUp
{
  [super setUp];
  // Put setup code here. This method is called before the invocation of each
    method in the class.
  start = StartScene::create();
  cocos2d::CCDirector *pDirector = cocos2d::CCDirector::sharedDirector();
  pDirector->runWithScene(start->scene());
}

- (void)tearDown
{
  // Put teardown code here. This method is called after the invocation of each
    test method in the class.
  start = NULL;
  CC_SAFE_DELETE(start);
  [super tearDown];
}

- (void)testClassExists
{
  STAssertTrue(start != NULL, @"instance creates from StartScene should not be
    NULL");
}

- (void)testBackgroundMusicIsOn
{
  STAssertTrue(CocosDenshion::SimpleAudioEngine::sharedEngine()->
    isBackgroundMusicPlaying(), @"music is playing with Sound/background.wav");
}

- (void)testHasBackgroundLayer
{
  CCObject *obj = start->getChildByTag(START_BG_TAG);
  STAssertTrue(obj != NULL, @"start scene has background layer");
  STAssertTrue(((CCSprite*)obj)->getPosition().equals(CENTER_POS), @"backgound
    at the center of screen");
}

- (void)testSettingsButtonExists
{
  CCObject *settings = start->getChildByTag(BTN_SETTINGS_TAG);
  STAssertTrue(settings != NULL, @"start scene must has a setting button");
};
```
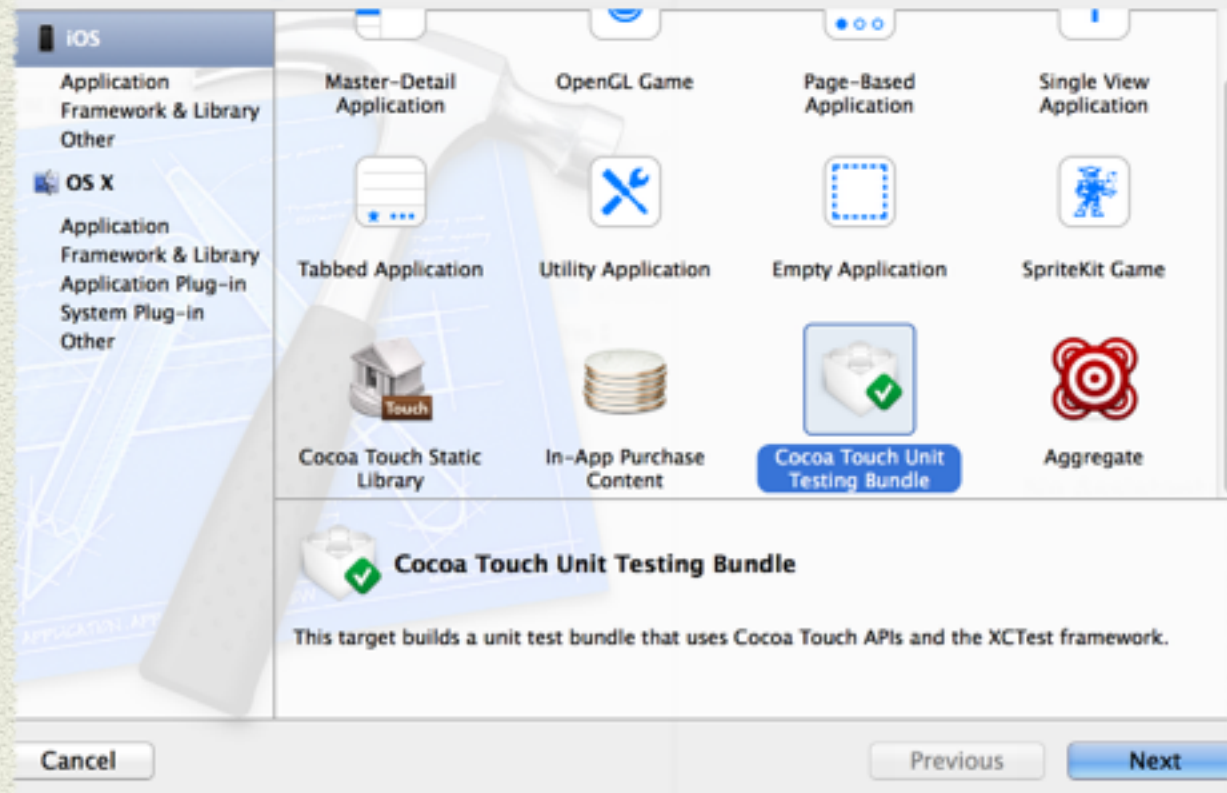
Choose a template for your new target

**iOS**
Application
Framework & Library
Other

**OS X**
Application
Framework & Library
Application Plug-in
System Plug-in
Other

Master-Detail Application  OpenGL Game  Page-Based Application  Single View Application

Tabbed Application  Utility Application  Empty Application  SpriteKit Game

Cocoa Touch Static Library  In-App Purchase Content  Cocoa Touch Unit Testing Bundle  Aggregate

**Cocoa Touch Unit Testing Bundle**

This target builds a unit test bundle that uses Cocoa Touch APIs and the XCTest framework.

Cancel          Previous    Next

## LCOV - code coverage report

| | | | Lines: | |
| | | | Functions: | |

| | | Line Coverage ⇕ |
| --- | --- | --- |
| 2dx/cocoa | | 100.0 % |
| sions/CocoStudio/GUI/Layouts | | 100.0 % |
| | | 77.3 % |
| | | 89.9 % |
| | | 100.0 % |

Generated by: LCOV version 1.10