

Read Me

Name of team members:

Walter Conway

Implemented features:

Sound

Known Bugs:

If the user quits the application before the computer ends their turn the application will crash. This is caused by the computer being on a separate thread. The crash is not just because of a separate thread issue. It is from Rack-o being designed as a modified singleton design pattern where there is only one instance of the game until the user quits playing or starts a new game which makes it make a new instance of the game instead of retrieving the old instance. Once the user quits while the computer is doing its move since the current instance that the computer was playing is now null it cannot make a move without causing a null pointer error. To temporary fix this issue there is a block to where the user can not quit the game until it is their turn.

Very rarely the app will crash because the rack adapter's getView() method is telling the view to measure itself to get a ratio for the card's left padding to be altered this causes a problem for an unknown reason. It happened on one occasion.

Special Instructions needed to install/test your app.

No special instructions, but how to play the game and other information is located in the game itself.