Functionality Summary:

Major Use Case 1: Single Player Mode From Start to End

-Main Success Scenario

-Extensions: Explained Below

Major Use Case 2: Selecting Different Animal Avatar & Background

-Main Success Scenario

-Initial title page screen

-Pre-game selection (choose difficulty, animal, and background)

-Single player game

- Keyboard appears

- Count down timer is displayed

- Words are locked onto when their first letter is typed

- Correct letters are highlighted as they are typed

- Words are replaced when the user finishes typing them

(our words list wraps around: if user types all the words in our list, it goes back to the

beginning of the list to fetch words)

- A running score is displayed; words are worth as many points as their length

-Pause Game Button

- Continue button (resume game)

- Main Menu button (go back to title page)

- New Game button (go back to pre-game selection)

-Final Score Screen

- Displays score

- New Game button

- Main Menu button

Single Player Game Walkthrough:

In our alpha code, we implemented the major single player use case, deciding that, since it also includes the important feature of animal, background, and difficulty selection (our second use case), it was the right amount of work for the alpha phase. Our code includes the main success scenario and all of the extensions, except for a database access error.

From the title page, the user is able to choose single player mode to go to a pre-game selection screen. The user can then select their desired difficulty, animal, and background. If they do not select any of the above, default settings, which are displayed as selected at the beginning, will be used. After the user presses the continue button, s/he will enter the single player screen where a keyboard will appear for the user to type words in a 60 second period. As outlined in our use case, correctly typed letters are highlighted on the screen. However, we decided against notifications every time an incorrect letter is typed, as it would likely just annoy users. We have also added an extension for if the user accidentally minimizes the keyboard, in which case, s/he can click the keyboard button to toggle it back up.

During game play, the user can pause the game by clicking the pause button in the top right corner, which shows a pause pop up window. In that window, the user can choose to continue the game, go back to the main menu, or start a brand new game.

After the time limit is up, the user will be taken to a final score screen where the score will be displayed along with buttons to play again or go back to main menu. This screen also includes space for an advertisement, to make our game profitable.

Words are stored in local text files and parsed before the game starts. We did not connect to a remote database because we wanted single player to be a purely offline mode where the user does not have to be connected to the internet at all.

User Access:

You can download the .APK file from our GitHub, Google Drive, or DropBox link and install it onto your phone. Or you can get the entire ZooTypers project from the GitHub repository and run it on a phone or emulator through Eclipse. Simply click on the SinglePlayer mode to experience these functionalities.