

Roomie

Demo

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State of Development

- The activity transaction is completed.
- Most of the layout designs are completed for the activities and fragments.
- Most of the buttons has listener and some of them are also implemented.
- MemoryManager class is also implemented however there are some bugs when it is used.
- HouseActivity can't load values which LoginActivity saves. This bug is going to be fixed in the next iteration.

Problems&Changes

- Graph class is fully implemented although linking of events are not done yet since the flow of events are not determined yet. Our current game graph includes only 5 events and our graph consists of 5 unconnected events. Our aim is to improve the graph and determine the flow of events.
- Game management subsystem is planned to be seperated from the User Interface classes.
- The listener for the MotionSensor is implemented in order to capture the Shake motion but needed to be tested and linked to the NightClub Fragment.
- The Listener for the MediaRecorder is implemented in order to capture the Decibel Level of the current sound in the given interval but the listener's interaction and Amplitude calculation must be done correctly. Therefore needs further research in order to the convert the double Amplitude value to the decibel. Also needed to be tested and linked to the Library Fragment.

Lessons about Teamwork

- Communication between the team members is vital to have smooth flow in the development of the project, and to have a stable time schedule.
- Everyone in the team should be aware of the project's current status and needs; everyone should be committed to contribute in effective and diverse ways.
- Whenever there is a problem or a need to make changes, it should not be handled individually since it affects the works of others, too.

