

CSC 2045

Software Engineering

THE SYSTEM, THE PROCESS, AND THE FINAL REPORT

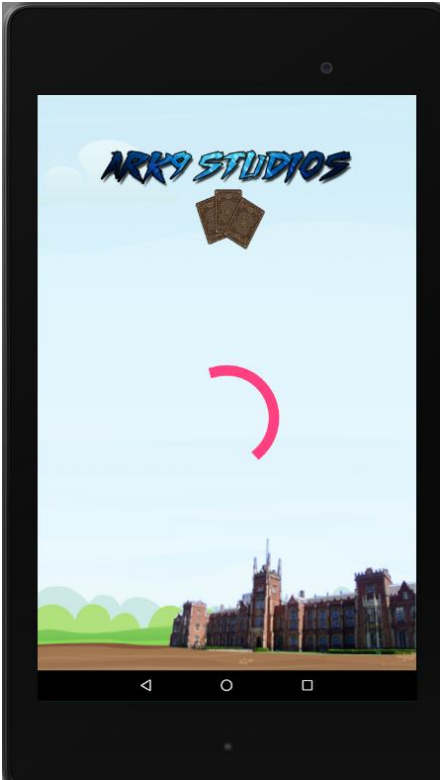
Ark 9 Studios | Group 61

ARK9 STUDIOS



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1. Design Documentation

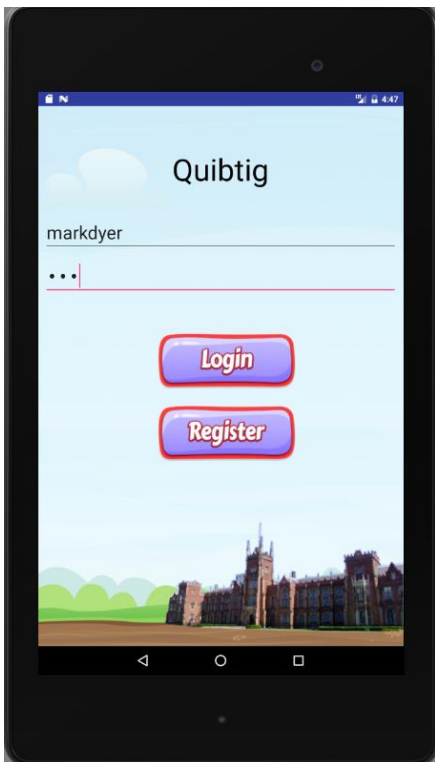


Splash Screen

The splash screen appears as soon as the user clicks on the app's icon, it will last for around 5/6 seconds before navigating to the next screen. **(Login screen)**

The splash screen has a colorful background, which catches the user's attention and is visually appealing. The background ties in the university theme as Queen's Lanyon building is at the bottom. Our logo 'Ark9 Studios' is present on the top of the splash screen.

In the middle of the screen we have a progress bar which lets the user know that the app is loading.

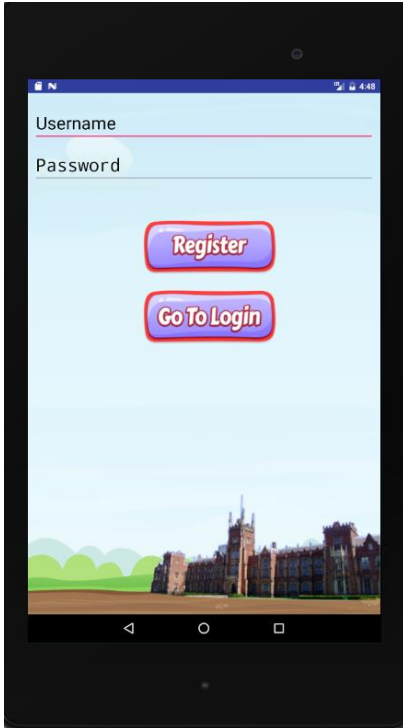


Login Screen

The login screen again has the same background as the splash screen, keeping the user interface design consistent to the user.

'Quibtig' is present at the top of the screen which is the name of the game. Below there are 2 entry fields where the user can enter their username and password if they are already an existing user.

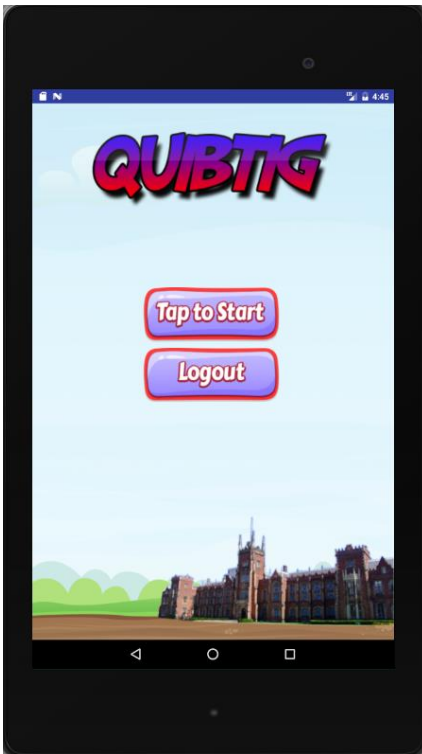
If they are then they simply hit the 'Login' button, otherwise they hit the 'Register' button which will navigate them to the Register screen. The buttons of the user interface are a red and purple colour to stand out from the background colours.



Register Screen

Once again, the background of this screen is consistent with the others. The user is directed to this screen from the login screen if they wish to register.

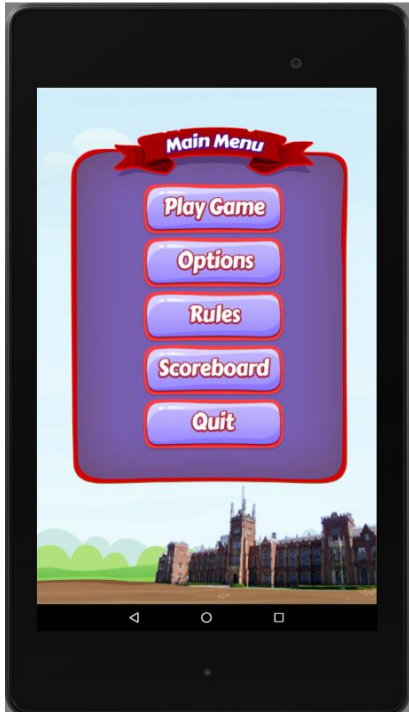
It is similar in that it has 2 entry fields for their username and password, then 2 buttons 'Register' which will bring a pop up message to let the user know if they have registered properly and the 'Go to Login' to take them back to the login screen.



Welcome Screen

The welcome screen has the games name 'Quibtig' is cartoon style writing which stands out to the user and has the same colours such as red and blue that is used throughout the game.

There are 2 buttons, 'Tap to Start' which takes the user to the menu of the game and the 'Logout' which logs the user out and takes them to the login screen.

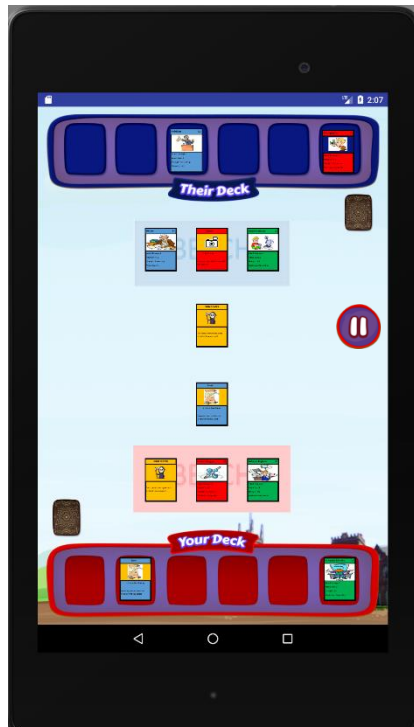


Main Menu Screen

The main menu screen has the same background as the splash screen to keep it consistent looking. On top of the background, we have created a menu template with red and purple colors to stand out to the user.

We have included 5 buttons; Play Game, Options, Rules, Scoreboard and Quit. When the user clicks on any of these buttons it will take them to the appropriate screen. E.g. If the user clicks the 'Rules' button, it will navigate the user to the Rules screen where they can see the game rules.

Another feature is the background music of the game will start to play once the user is navigated from the splash screen to the main menu.



Play Game Screen

The game screen's background is a cartoon image of Queen's University's Lanyon building, which ties in with the university theme of the card game.

We have used the colors red, purple and blue for the player's decks to distinguish between each but also to keep them consistent with the main menu colors.

Different music will start to play once the user has entered the game screen.

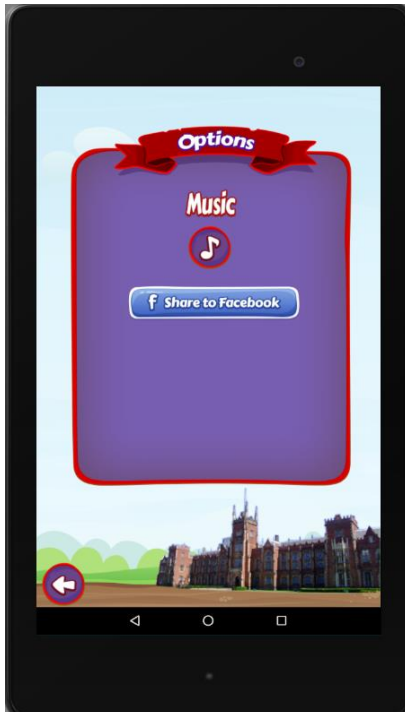
There is a pause icon in the middle of the left hand side, when the user clicks on this it will bring up the pause menu which is shown below.



Pause Menu Screen

The pause menu is a dialog screen and when it appears the game screen fades in the background, which provides the user with a friendly interface as they can only click on the pause menu.

It has adopted the menu template we created and has 3 buttons: Resume, Main Menu, and a music button to toggle the sound of the music in the game screen.



Options Screen

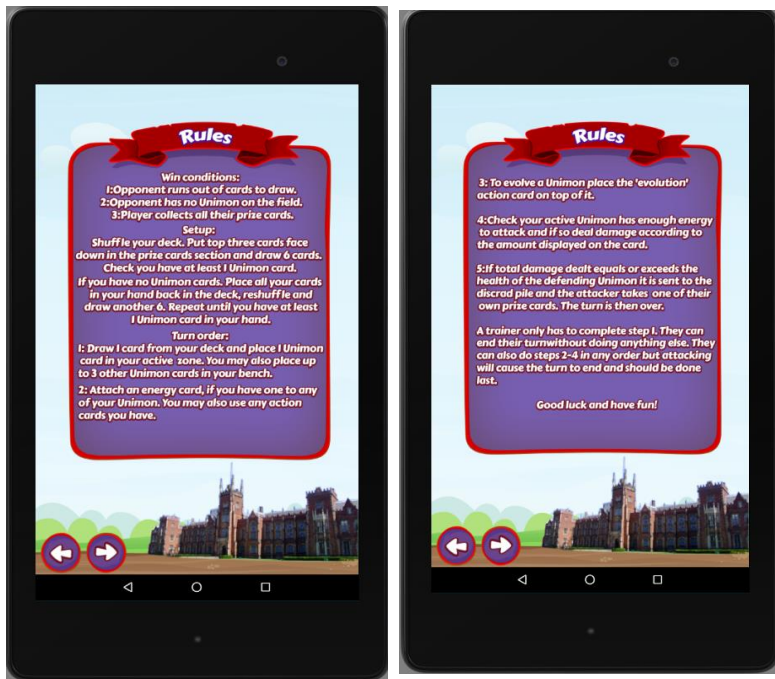
The options screen has adopted the menu template we created to keep the game user interface consistent looking.

The option screen allows the user to turn music on and off by simply clicking a button. The button will transition to a different image if the user has turned the music off and if they have turned the music back on.



There is a 'share on Facebook' feature which allows the user to share to their Facebook that they are using this application.

There is also a back button in the left- hand corner which will take the user back to the Main Menu Screen.



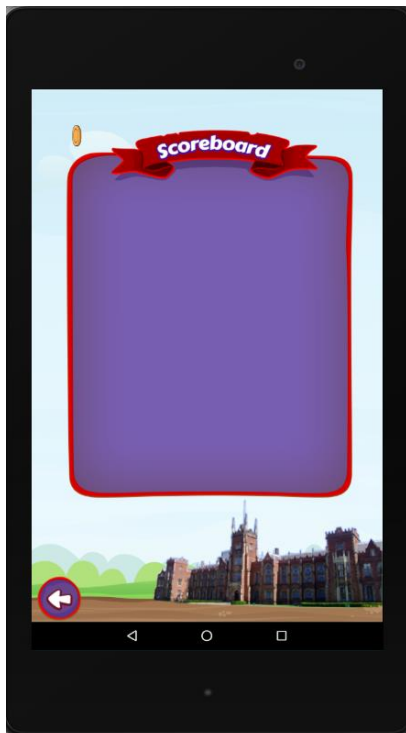
Rules Screen

The rules screen has adopted the menu template we created to keep the game user interface consistent looking.

The rules screen provides the user with detailed instructions and information about the game. The text color is white to stand out from the purple so users can read it easily.

There are 2 rule pages for the user to look at, they can navigate between the pages using the forward and back button provided in the left-hand corner.

The back button will take the user back to the main menu screen, when they are on the first page of rules.



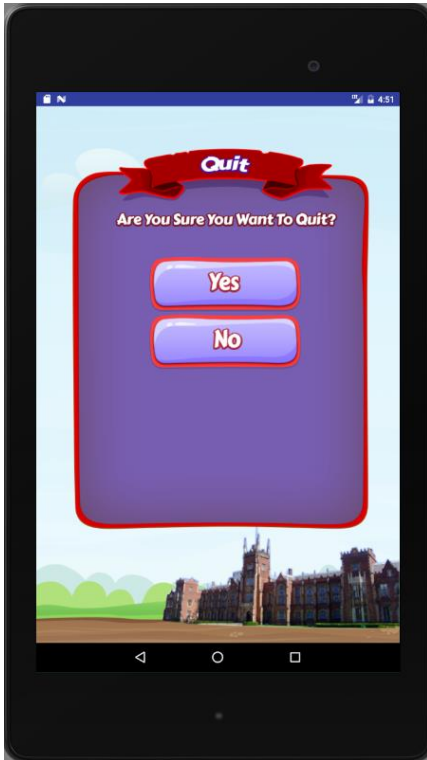
Scoreboard Screen

The score board screen has adopted the menu template we created to keep the game user interface consistent looking.

There is animation of a coin on the screen to add to the look of the screen.

When the user plays the game, then the top 5 scores will appear inside the score board template.

There is also a back button in the left- hand corner which will take the user back to the Main Menu Screen.

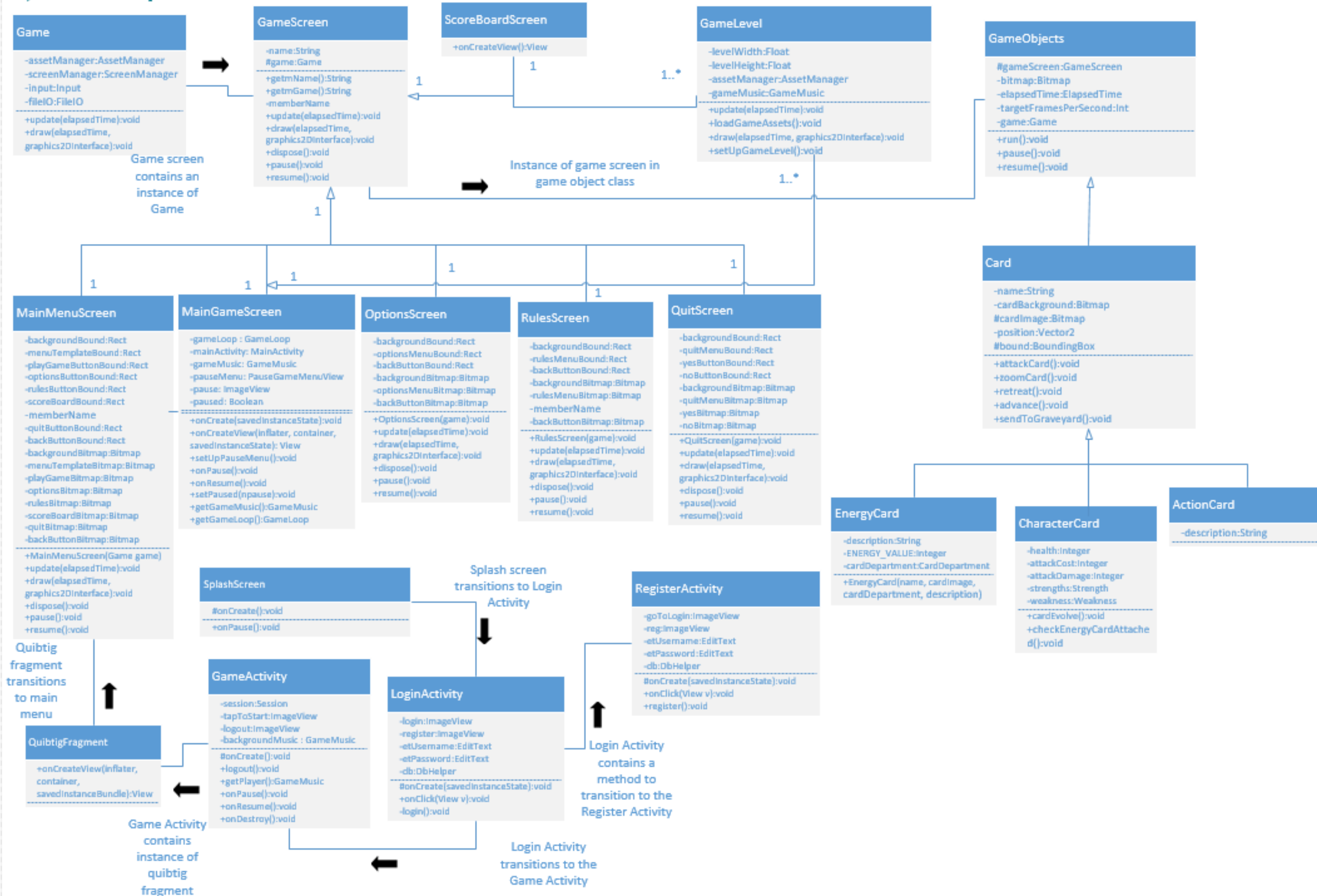


Quit Screen

The quit screen has adopted the menu template we created to keep the game user interface consistent looking.

At the top the user is presented with the question 'Are you sure you want to quit?' there is 2 buttons provided yes and no. Yes, will exit the user from the application completely and no will bring the user back to the main menu.

a) Class Relationship Model



Commentary of Class Diagram

Splash screen: This class includes an on create method which will link the splash screen design to the class and another method used to transition from this screen to the login screen. The splash screen is set as the launcher of the application.

Login Activity: The login activity will have an instance of the database helper class and the Session class, for the users input to be checked against the database and for their sessions to be saved. There is a method which will transition from this screen to the register screen or the game activity.

Register Activity: The register activity will again, have an instance of the database helper class. When the user inputs their details, they are then saved into the database. There are methods within this class which transition to the login activity/screen.

Game Activity: This class has an instance of Session as it will be the screen that appears if the user exits the application and goes back on without logging out. It therefore saves their last session of the game. There is a method to transition to the Main Menu Screen.

Game: This class handles the instances of the games infrastructure such as asset manager, the screen manager etc. It also includes the update and draw methods which are needed for drawing and updating a game screen, therefore the game screen class extends this class.

Game Screen: This class will be a parent class, all the screens within the game will inherit from this.

Main Menu Screen: This class will include methods to set up each of the options in the menu; Play, Options, Scoreboard, Rules and Quit. This class will be linked to each of the menu options own individual classes, each of the classes below will include their own button and specific method that will be called when this button is touched.

- **MainGameScreen**
- **OptionsScreen**
- **ScoreBoardScreen**
- **RulesScreen**
- **QuitScreen**

GameLevel: This class will extend the game screen class, it will override the update and draw methods to draw onto the main game screen. The main game screen will inherit this class to set up the screen with images and functionality for the card game.

GameObjects: The game object class will include basic details such as the position and size of the object, it will have methods to set the position, update and draw the objects.

Below are the different types of Card Objects we will have in our game:

Card: This class will include the basic details of our card objects such as the type of card it will be and will have methods to select the card, drag the card, drop the card, and draw the card. The following classes will inherit from the Card class:

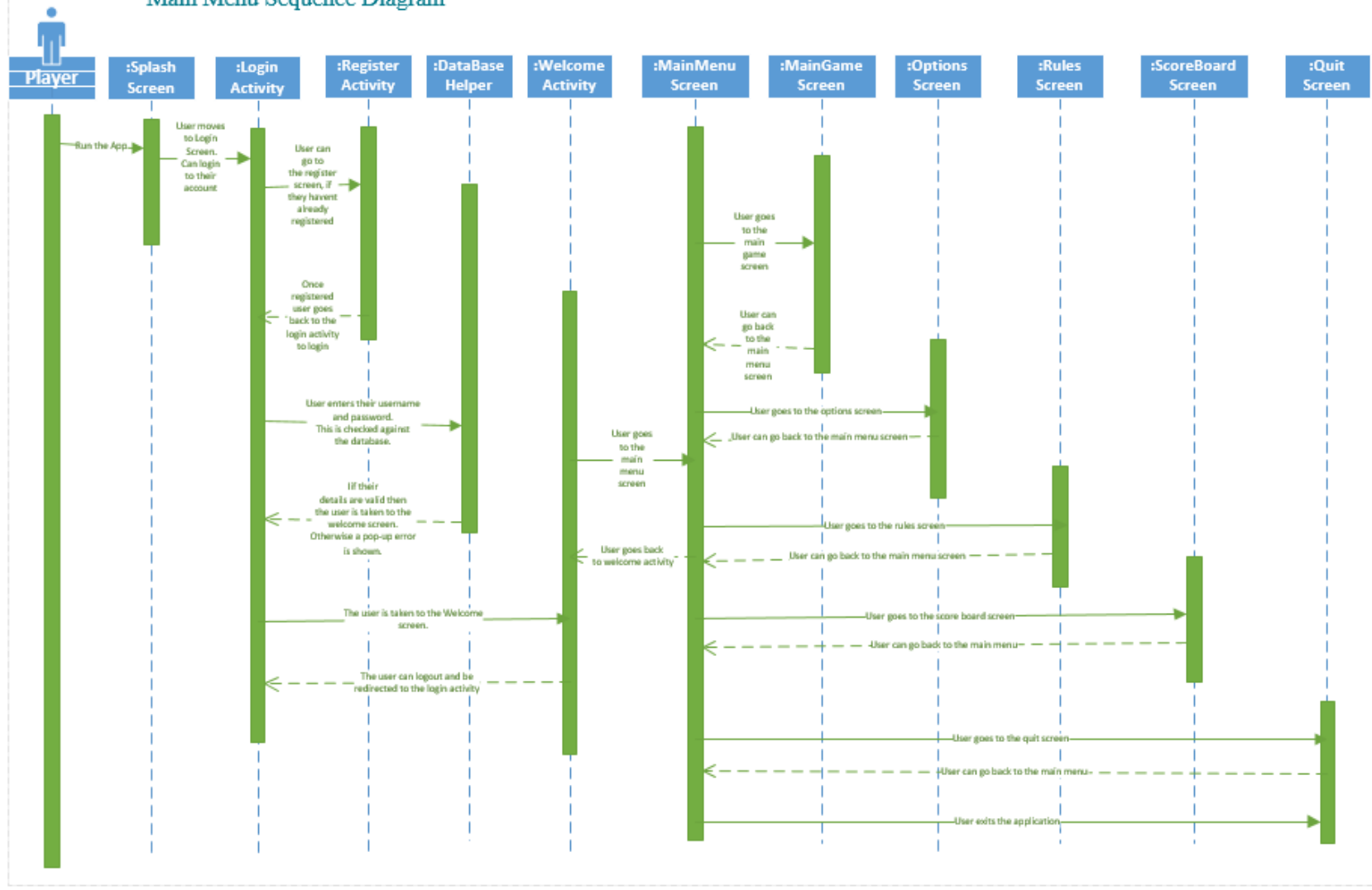
EnergyCard: This class will have variables which are specific to the energy card; the faculty it belongs to and the amount of energy the card is worth.

ActionCard: This class will again have specific variables; the faculty it belongs to and what action it does.

CharacterCard: This class will have specific variables and methods related to it.

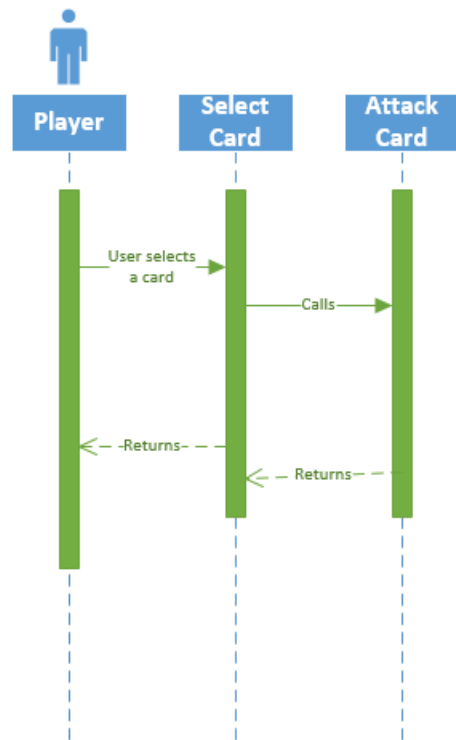
Some of the following classes are either new or different from our original class diagram. However, these changes were decided as a group as necessary for the drawing and updating of our application to be reliable.

Main Menu Sequence Diagram



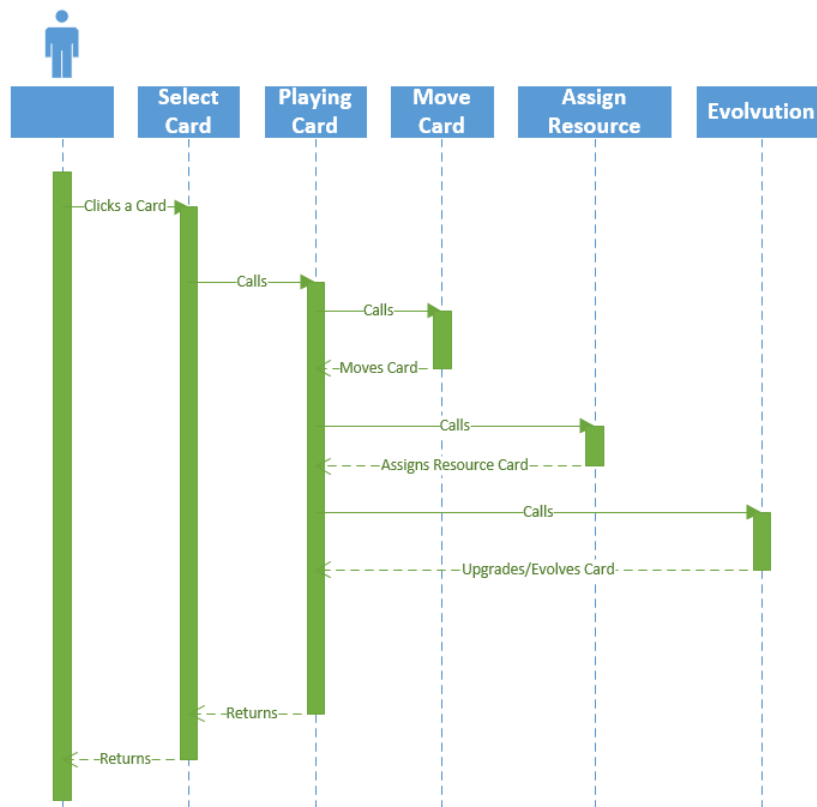
Commentary of Main Menu Sequence Diagram

1. The user activates the Quibtig application by clicking on the application icon, this will start to run the application.
 2. The **Splash Screen** will appear for several seconds and will move/transition to the **Login Activity**.
 3. The Login Activity will have two entry fields for their username and password, these will then be checked against the **Database**. If they are valid, then the user is taken to the **Game Activity**. If the user has not registered yet, then they can go to the **Register Activity**.
 4. The **Register Activity** again like the **Login Activity** will have two entry fields for the username and password, the user can then enter them and register. The user can proceed back to the login activity to login.
 5. The **Game Activity** will welcome the user two options to go the **Main Menu Screen** and to **Logout**.
 6. The **Main Menu Screen** will have different options to choose from; **Play Game, Options, Rules, Scoreboard and Quit**. These options may have further sub-options.
 7. When the user clicks on any of the options above, it will set up the selected menu option screen.
 - **Play:** when clicked on it will set up the game screen.
 - **Options:** When clicked on, the screen is set up and the user can turn the music on/off. Share the app on their Facebook page and navigate back to the **main menu screen**.
 - **Rules:** When the user selects the rules option, the rules of the game will appear on the screen for them to read and can navigate back to the **main menu screen**.
 - **Scoreboard:** When scores is selected, its screen is set up and the user can choose to view the scores and it will return them on the screen to the user. They can navigate back to the **main menu screen**.
 - **Quit:** Whenever the user chooses to quit the game, the application is closed. They can navigate back to the **main menu screen**.
-



Commentary of attack Card Sequence Diagram

When the user chooses to attack a card, the first thing that must happen is for the player to select a card in the active battle slot by clicking on it, which will call the select card method. The select card method will then call the attack card method, which will then reduce the opponent's health with the card in the active battle slot.



Commentary of Playing Card Sequence Diagram

When the user chooses to play a card, the first thing that must happen is for the player to select a card by clicking on it, which will call the select card method. After having selected a card, the Play Card method will then be called. This will then call the move card method if the card is not an effect card. If the card is over an empty space, it will drop the card on that space if it is possible. If the card is over another card, it will check if it can be assigned as a resource card, and if so, will call the assign resource method, or if it can be evolved, it will call the evolution method.

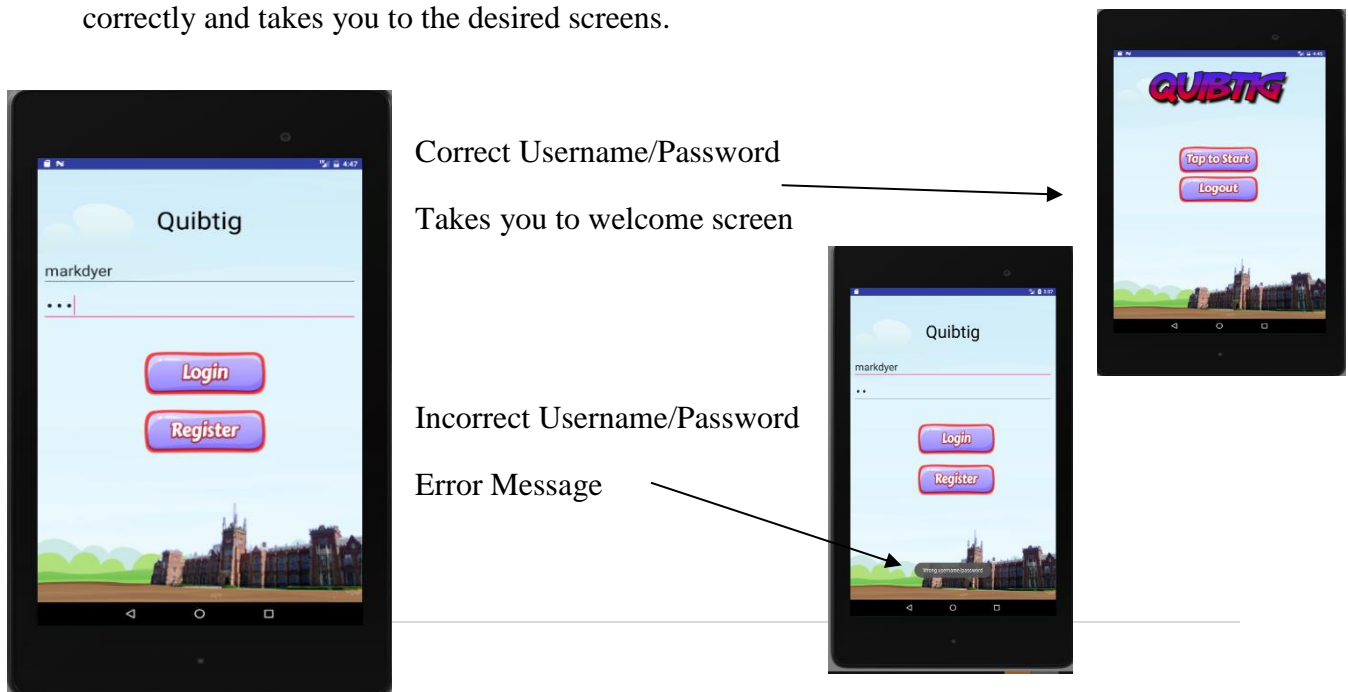
2. Implementation-Related Documentation

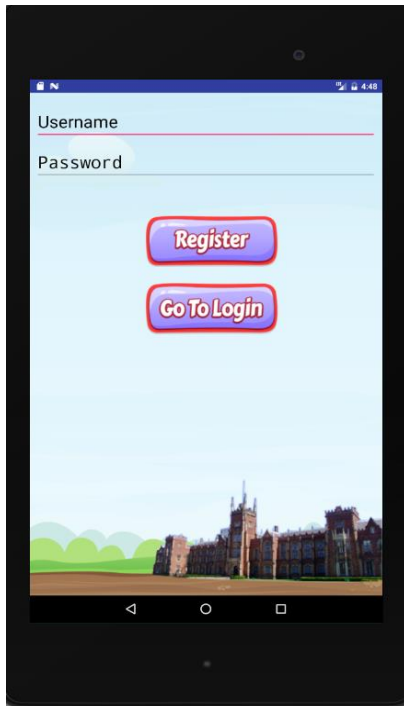
a) Test Plan

We will be using a combination of both White Box and Black Box testing to check that the features within the Android Trading Card Game work correctly and do what they are supposed to. Using a test plan should allow us to have a fully functioning game alongside the initial requirements. Initially as a group we had to spend a lot of time researching Android as it was something none of us had ever used before. This was a small set back as it slowed up the development process and ultimately limited us with what we could develop within the rest of the time. Alongside this module, we have had continuous assessment and projects within our other modules so prioritizing time for everything was important.

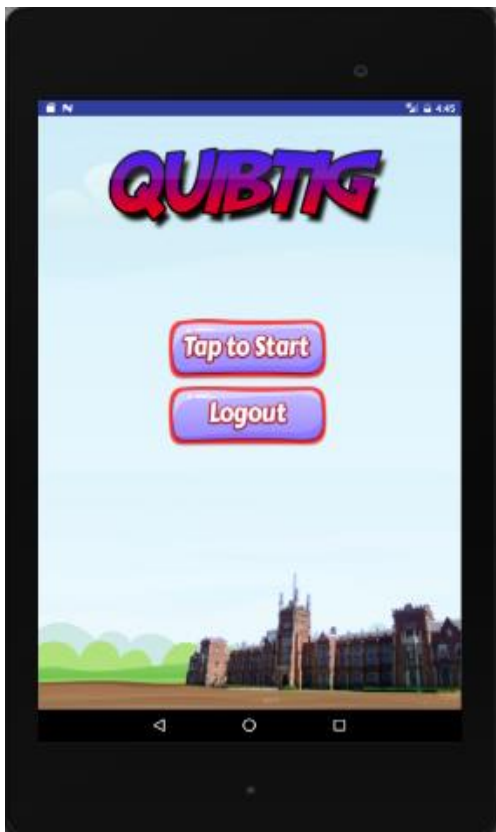
We will be testing the features implemented within the game ensuring that the screens come up in the correct order, that the navigation through the game takes you to all the right places and ensuring that the game plays as it should.

When the game starts up it shows the initial screen with the “Ark9 studios” logo on it. This splash screen lasts approximately 5/6 seconds and then takes you to “Login Screen”. The login screen requires players to enter their username and password or to register to play the game. If you only enter one of the two required field there will be an error message saying, “Wrong username/password”, if you enter one of the details incorrectly you will receive this error message “Wrong username/password”. If you register it takes you to the registration screen which we have tested and all works properly. Within this screen, we have tested both the register button and the go to login button and again there was no problems with these buttons. Once your login with the correct details it will take you to the “Welcome” screen and this has been tested and all the navigation works correctly and takes you to the desired screens.

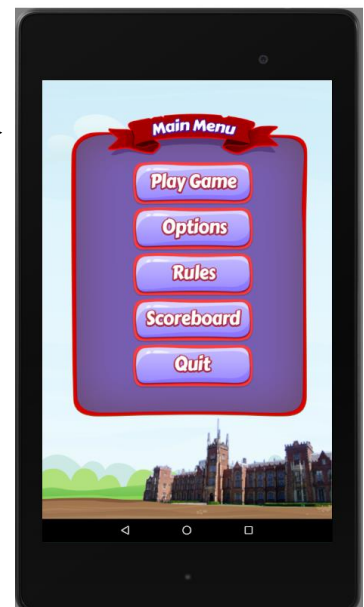
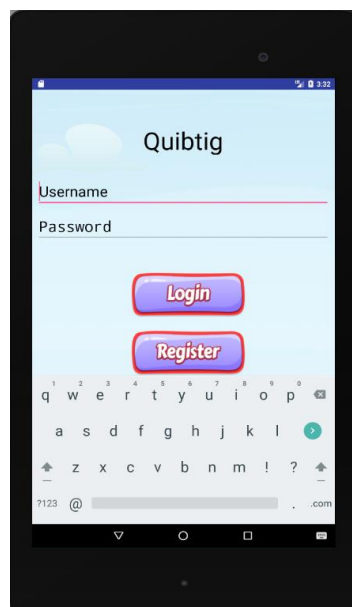




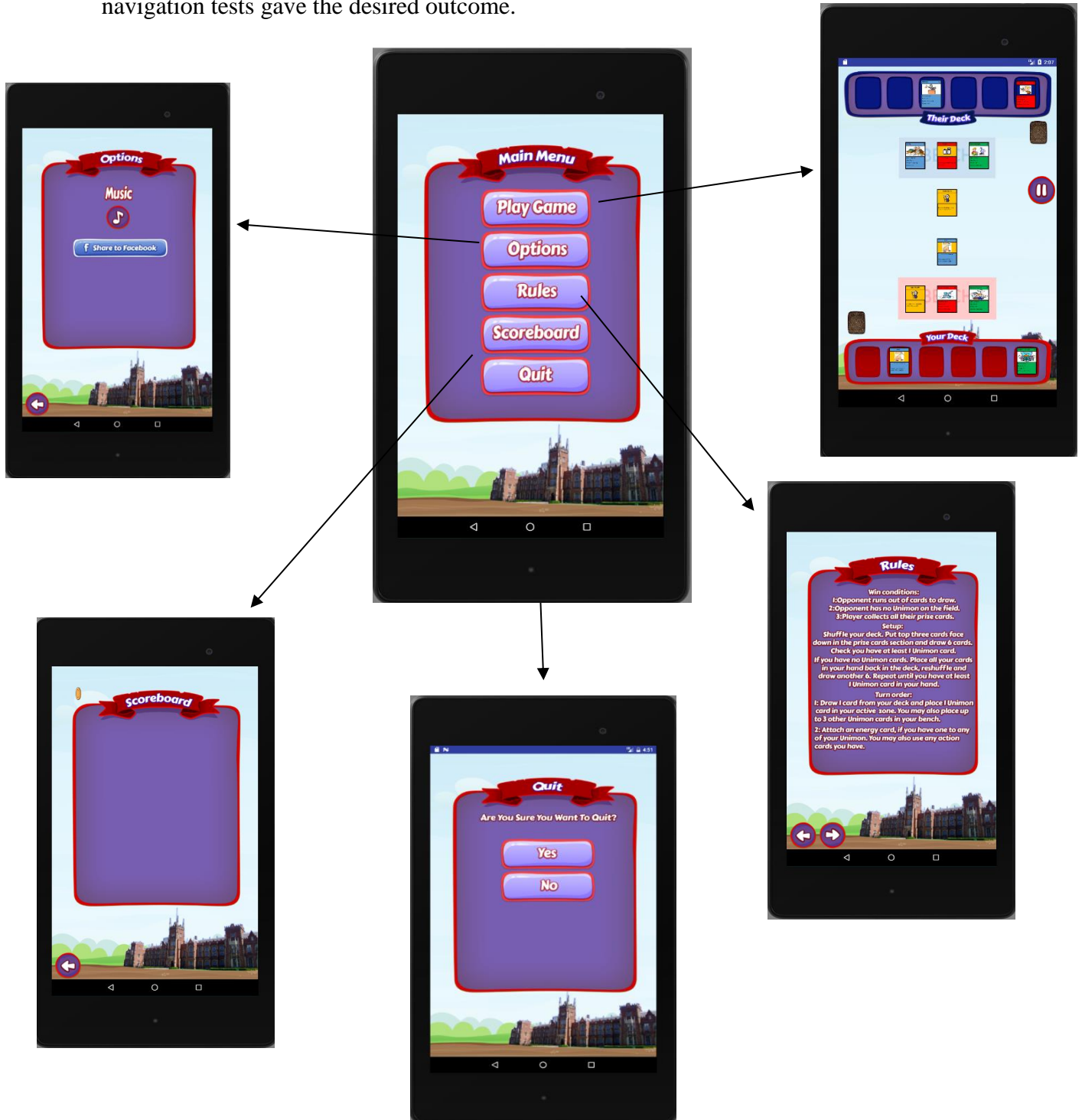
We have also tested the register screen to ensure it correctly saves the details and allows the user to login. The user enters a user name and password and clicks the register button. This will save their details and allow them to login without registering in the future. When registered they click go to login to test their details and star the game



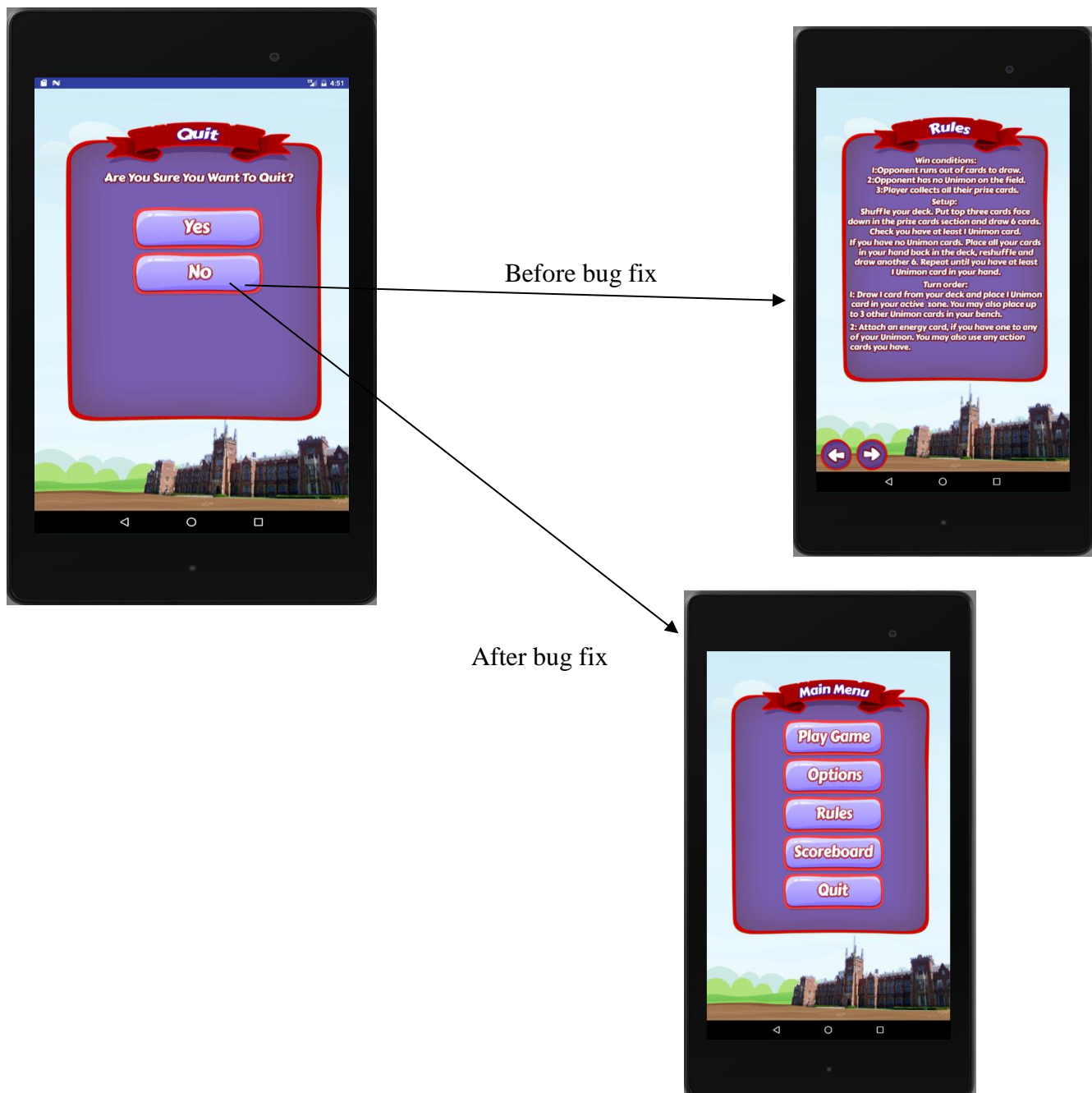
Within the welcome screen, we have two buttons to test, the “Tap to Start” and the “Logout” buttons. Again, we have tested these buttons by clicking on them to ensure they take us to the correct screens and both buttons done as expected.



Next test was the Main Game Screen. From this screen there is 5 options, “Play Game”, “Options”, “Rules”, “Scoreboard” and “Quit”. We have tested each of these buttons by clicking on each of the buttons and ensuring it takes us to the correct screens. All of these navigation tests gave the desired outcome.



When the Quit button was pressed, it takes you to the quit screen and within this screen you are given two options – yes and no. Both were tested and the yes button worked perfectly however when no was clicked it loaded the rules screen instead of back to the Main Menu Screen. To fix this problem the debugger was used on the no button and from the console we could see that the button was going to the rules screen. To fix this problem the screen was removed and re-added and it then worked as desired. At the minute when yes is clicked you are taken back to the login screen.



On the options screen, you have the option to turn the music on or off. However, when testing this when the music was left on it worked perfectly but when the music was turned off and the user returned to the Main Menu screen it double plays the game music instead of turning it off. Unfortunately, we have not managed to fix this problem however if we were to continue with development this is something we would ensure was fixed.

We have also tested the feedback throughout the game. When the user does something, and gets some sort of feedback. We have already seen this with the error message telling the user that they have entered the wrong username and password. If we had more time we would have liked to have implemented more features to give user feedback. We had other feedback features written in the code however as the methods weren't fully implemented they couldn't be properly tested.

```
public void cardEvolve() {
    if(isActive = true) {
        checkEnergyCardsAttached();
        if (numberEnergiesAttached >= 2) {
            Log.e("QUBTIG", "Card can be evolved");
            //switch card from character card array to level 2 character array

        }else{
            Log.e("QUBTIG", "Not enough energy attached to evolve card");
        }
    }
}

-----
public int checkEnergyCardsAttached() {
    if (numberEnergiesAttached > MAXENERGYCARDSATTACHED) {
        Log.e("QUBTIG", "You cannot attach any more energy cards");
    }
    else {
        numberEnergiesAttached++;
        Log.e("QUBTIG", "Energy card attached");
    }
    return numberEnergiesAttached;
}
```

Appendices









Future Opportunities to Implement Secure System Features

If we had more time or we were to continue development on the trading card game application we have several features we would like to build on and some new features we would like to include.


We would have liked to have better functionality within the game. We would have liked the game to flow better when played. We would have liked the opportunity to include more levels rather than just the two. Within the login screen we would like to implement a feature to allow a user the option of forgotten password. This would give the user an option to reset their password if they have forgotten it. As it stands at the minute if a user forgets their password there is no way of recovering it. We would have also put more emphasis into the card deck size if we had more time and looked at having more players rather than a simple two player game however due to time constraints this was not possible. In future development, we would have liked to include more user feedback for example telling them who's turn it is, when a user selects something having a pop up to tell them what is happening. We would also remove the quit button as we know it isn't common within apps. It was the only way in the time we have that we could get a way of leaving the game however if we were to look into the game in the future we would change the way the user quits the game.

GitLab: Master Branch

03 May, 2017 8 commits

-  Menu now working with in-game features, bottom cards slightly out of place
Andrew Scott Kidd authored about 17 hours ago
-  Finished merging gamefeatures branch into master
Andrew Scott Kidd authored about 19 hours ago
-  BoardSetupHelper.java imported from branch
Andrew Scott Kidd authored about 20 hours ago
-  BoardLocation.java brought over from branch
Andrew Scott Kidd authored about 20 hours ago
-  Updated deckSetup.java
Andrew Scott Kidd authored about 20 hours ago
-  Merge remote-tracking branch 'origin/master' [...](#)
Andrew Scott Kidd authored about 20 hours ago
-  Bringing over classes from gamefeatures branch for card and deck object generation
Andrew Scott Kidd authored about 20 hours ago
-  update some methods and changed classes to remove errors
Emma McAllister authored about 21 hours ago

02 May, 2017 1 commit

-  refactored code as methods were in multiple classes - changed character card to ... [...](#)
Emma McAllister authored a day ago

01 May, 2017 1 commit



Refractored code i have written ...

Megan O'Kane authored about 12 hours ago

26 Apr, 2017 3 commits



Music of game screen finished ...

Megan O'Kane authored 5 days ago



code added again for high scores due to accidental deletion

Emma McAllister authored 5 days ago



Game Level class set up ...

Megan O'Kane authored 6 days ago

25 Apr, 2017 1 commit



Animation in the score board screen and options screen for the music ...

Megan O'Kane authored 6 days ago

24 Apr, 2017 5 commits



Merge remote-tracking branch 'origin/master'

Megan O'Kane authored a week ago



Game music class edited ...

Megan O'Kane authored a week ago



split character cards into two so that evolved cards wont be in the intial deck

Emma McAllister authored a week ago



added another 10 cards and updated the card helper class with the details of all character cards

Emma McAllister authored a week ago



package and classes created for a high score feature

Emma McAllister authored a week ago

21 Apr, 2017 3 commits



Merge remote-tracking branch 'origin/master'

Emma McAllister authored a week ago



redone all cards with new layout and format to ensure they are all the same ...

Emma McAllister authored a week ago



Pause menu dialog code started ...

Megan O'Kane authored a week ago

20 Apr, 2017 3 commits



other helper classes updated for action and energy cards - classes for action ca... ...

Emma McAllister authored a week ago



Merge remote-tracking branch 'origin/master' ...

Megan O'Kane authored a week ago



Bug fixed with the quit screens no button, it was overlaying the rules button bo... ...

Megan O'Kane authored a week ago

19 Apr, 2017 3 commits



Further implemetation on game screen. card and hand location displayed

Karl Robert McCoubrey authored a week ago



Beginning to populate game screen along with linking to menu button

Karl Robert McCoubrey authored a week ago



Linked MainGameScreen to menu.

Karl Robert McCoubrey authored a week ago

18 Apr, 2017 4 commits



Merge remote-tracking branch 'origin/master' ...

Megan O'Kane authored a week ago



Back button inserted ...

Megan O'Kane authored a week ago



session class fro shared perferences

Megan O'Kane authored a week ago



menu design

Megan O'Kane authored a week ago

16 Apr, 2017 1 commit



i have implemented code into the following classes: ...

Megan O'Kane authored 2 weeks ago

15 Apr, 2017 1 commit



Rules screen drawn ...

Megan O'Kane authored 2 weeks ago

14 Apr, 2017 9 commits



Quit Screen draw methods completed

Megan O'Kane authored 2 weeks ago



Merge remote-tracking branch 'origin/master'

Megan O'Kane authored 2 weeks ago



ScoreBoardScreen drawing modified

Megan O'Kane authored 2 weeks ago



method added to read in Json file

Andrew Scott Kidd authored 2 weeks ago



cards being added using json

Emma McAllister authored 2 weeks ago



Merge remote-tracking branch 'origin/master' ...

Emma McAllister authored 2 weeks ago



cards being added using json

Emma McAllister authored 2 weeks ago



Merge remote-tracking branch 'origin/master'

Megan O'Kane authored 2 weeks ago



Been working on these components for the past 1 - 2 weeks ...

Megan O'Kane authored 2 weeks ago

12 Apr, 2017 1 commit



code for card movement to card.java and vector class
Andrew Scott Kidd authored 2 weeks ago

10 Apr, 2017 3 commits



Merge remote-tracking branch 'origin/master'
Andrew Scott Kidd authored 3 weeks ago



Cards changed in xml
Andrew Scott Kidd authored 3 weeks ago



code for viewports and bounding box done
Emma McAllister authored 3 weeks ago

30 Mar, 2017 2 commits



Merge remote-tracking branch 'origin/master' ...
Megan O'Kane authored a month ago



Rules fitted onto rules menu image, ...
Megan O'Kane authored a month ago

27 Mar, 2017 1 commit



ZoomActivity added. Commented out, still to be applied to a card
Andrew Scott Kidd authored a month ago

24 Mar, 2017 2 commits



.
Andrew Scott Kidd authored a month ago



.
Andrew Scott Kidd authored a month ago

23 Mar, 2017 3 commits



Card helper class created
Megan O'Kane authored a month ago



Merge remote-tracking branch 'origin/master' ...
Megan O'Kane authored a month ago



Card helper class created
Megan O'Kane authored a month ago

21 Mar, 2017 1 commit



added start of code for viewports and added in my game loop (have it commented o... ...
Emma McAllister authored a month ago

15 Mar, 2017 1 commit



Refactored resource names form Card1.png to card1.png and so on. Also changed Un... ...
Paul Mckay authored a month ago

14 Mar, 2017 2 commits



player deck and enemy deck images put onto main game xml
Megan O'Kane authored a month ago



Game loop and Asset store for loading bitmaps done
Megan O'Kane authored a month ago

13 Mar, 2017 3 commits



CharacterCard and EnergyCard classes
Andrew Scott Kidd authored a month ago



Menu fixed
Megan O'Kane authored a month ago



Menu fixed
Megan O'Kane authored a month ago

10 Mar, 2017 1 commit



New menu design done
Megan O'Kane authored a month ago

09 Mar, 2017 4 commits



Background Music Added ...
Megan O'Kane authored a month ago



Merge remote-tracking branch 'origin/master'
Megan O'Kane authored a month ago



Attempt at shuffling deck. not needed
Christopher Michael Burns authored a month ago



Update ShuffleCards.java
Christopher Michael Burns authored a month ago

08 Mar, 2017 3 commits



Merge remote-tracking branch 'origin/master'
Megan O'Kane authored a month ago



Logo for ark9 studios made and implemented along with the unimon logo
Megan O'Kane authored a month ago



aa
Andrew Scott Kidd authored a month ago

06 Mar, 2017 1 commit



Methods for menu buttons finished ...
Megan O'Kane authored a month ago

02 Mar, 2017 4 commits



deck class
Megan O'Kane authored 2 months ago



Menu fragment classes created ...
Megan O'Kane authored 2 months ago



Merge remote-tracking branch 'origin/master' ...
Megan O'Kane authored 2 months ago



Main Menu designed with buttons included ...
Megan O'Kane authored 2 months ago

01 Mar, 2017 4 commits



Merge remote-tracking branch 'origin/master'

Andrew Scott Kidd authored 2 months ago



test for pull

Andrew Scott Kidd authored 2 months ago



added array and code for shuffling cards

Emma McAllister authored 2 months ago



added array and code for shuffling cards

Emma McAllister authored 2 months ago

28 Feb, 2017 6 commits



got cards on screen

Emma McAllister authored 2 months ago



Merge remote-tracking branch 'origin/master'

Emma McAllister authored 2 months ago



blaa

Emma McAllister authored 2 months ago



test for pull

Andrew Scott Kidd authored 2 months ago



Merge remote-tracking branch 'origin/master' ...

Andrew Scott Kidd authored 2 months ago



blah

Andrew Scott Kidd authored 2 months ago

23 Feb, 2017 4 commits



Button images for menu

Megan O'Kane authored 2 months ago



Merge remote-tracking branch 'origin/master'

Megan O'Kane authored 2 months ago



Button images for menu

Megan O'Kane authored 2 months ago



Main Menu designed with buttons included ...

Megan O'Kane authored 2 months ago

21 Feb, 2017 1 commit



Main Menu designed with buttons included ...

Megan O'Kane authored 2 months ago

14 Feb, 2017 1 commit



Manifst changed

Megan O'Kane authored 2 months ago

10 Feb, 2017 3 commits



Screen Manager class added

Andrew Scott Kidd authored 2 months ago



Screen Manager class added

Andrew Scott Kidd authored 2 months ago



Andy

Andrew Scott Kidd authored 2 months ago

09 Feb, 2017 4 commits



Merge remote-tracking branch 'origin/master'

Megan O'Kane authored 2 months ago



Thread timer and run method implemented, allows the splash screen to switch to t... ...

Megan O'Kane authored 2 months ago



card class and enums added

Emma McAllister authored 2 months ago



Splash screen class and xml file

Megan O'Kane authored 2 months ago

08 Feb, 2017 2 commits



MainActivity 'window' editing

Andrew Scott Kidd authored 2 months ago



Central 'Game' class started with core services and timing mechanism implemented

Andrew Scott Kidd authored 2 months ago

06 Feb, 2017 7 commits



Paul

Paul McKay authored 2 months ago



Paul

Paul McKay authored 2 months ago



MainActivity 'window' editing

Andrew Scott Kidd authored 2 months ago



Initial commit of Ark9Studios

Andrew Scott Kidd authored 2 months ago



Initial commit of Ark9Studios

Andrew Scott Kidd authored 2 months ago



Merge branch 'revert-7b13e688' into 'master' ...

Andrew Scott Kidd authored 2 months ago



Revert "Revert "Delete .gitignore"" ...

Andrew Scott Kidd authored 2 months ago

18 Jan, 2017 4 commits



Revert "Delete .gitignore" ...

Paul McKay authored 3 months ago



Delete .gitignore

Paul McKay authored 3 months ago



Update .gitignore ...

Paul McKay authored 3 months ago



git remote add origin https://gitlab.eecs.qub.ac.uk/csc2043-1617/csc2043-1617-61.git

Paul McKay authored 3 months ago

GitLab: GameFeature Branch

04 May, 2017 1 commit



Corrected minor padding issues

Karl Robert McCoubrey authored about 11 hours ago

03 May, 2017 6 commits



Both Player1 & Player2 cards moving and snapping to their respective bench and active locations

Karl Robert McCoubrey authored about 12 hours ago



Drag method added, now all player 1 cards can move using a temp boundary which s... [...](#)

Karl Robert McCoubrey authored about 12 hours ago



Collison detection of walls added to drag method

Karl Robert McCoubrey authored about 17 hours ago



P1Card1 snapping to bench locations 1-3. New method to run against numerous cards to come

Karl Robert McCoubrey authored about 17 hours ago



Minor changes ot deck.java

Andrew Scott Kidd authored about 20 hours ago



Refactored code from draw() of MainGameScreen to its own method for the initialG... [...](#)

Andrew Scott Kidd authored a day ago

02 May, 2017 3 commits



Made variables in MainGameScreen private and initialised class instances in constructor

Andrew Scott Kidd authored a day ago



Merge remote-tracking branch 'origin/gamefeatures' into gamefeatures

Andrew Scott Kidd authored a day ago



Reverted code back to randomising bitmaps from bitmap arrays for demonstration p... [...](#)

Andrew Scott Kidd authored a day ago

01 May, 2017 1 commit



Merge branches 'gamefeatures' and 'master' of gitlab.eecs.qub.ac.uk:csc2043-1617/csc2043-1617-61 ...
Paul McKay authored 3 days ago

30 Apr, 2017 1 commit



Using CardHelper.java and Deck.java to create an arraylist of character cards, e...
Andrew Scott Kidd authored 3 days ago

28 Apr, 2017 5 commits



Drag and Snap to location update
Karl Robert McCoubrey authored 5 days ago



Changes to bench
Karl Robert McCoubrey authored 5 days ago



Bench bitmaps added through BoardSetupHelper and subsequent bench locations assigned
Andrew Scott Kidd authored 5 days ago



Minor changes to movement and bounds
Karl Robert McCoubrey authored 5 days ago



Moving P1 card1 along with initial shuffle
Karl Robert McCoubrey authored 5 days ago

27 Apr, 2017 4 commits



Partial working card movement via card1Bound change
Karl Robert McCoubrey authored 6 days ago



Minor changes to touch events
Karl Robert McCoubrey authored 6 days ago



Single hand draw for p1 and p2 set, along with correct shuffle methods.
Karl Robert McCoubrey authored 6 days ago



Generating CharacterCard objects for deck
Andrew Scott Kidd authored 6 days ago

26 Apr, 2017 7 commits



Randomly selected deck card now draws to set hand location
Andrew Scott Kidd authored a week ago



Deck_card2 details added
Karl Robert McCoubrey authored a week ago



cards 7-28 added to DeckSetup. Drawing randomly twice?
Karl Robert McCoubrey authored a week ago



DeckSetup class implemented. Creating cards outside of MainGameScreen which are n...
Karl Robert McCoubrey authored a week ago



DeckSetup class implemented. Creating cards outside of MainGameScreen which are n...
Karl Robert McCoubrey authored a week ago



Drawing cards from bitmap array in random order using shuffle()
Andrew Scott Kidd authored a week ago



Testing of loading bitmaps drawn from an array
Andrew Scott Kidd authored a week ago

25 Apr, 2017 2 commits



Deck cards added in ready for touch events to start the game
Andrew Scott Kidd authored a week ago



Draw from deck method test
Karl Robert McCoubrey authored a week ago

24 Apr, 2017 9 commits



Deck cards added in ready for touch events to start the game
Andrew Scott Kidd authored a week ago



deck_card added to BoardSetupHelper
Karl Robert McCoubrey authored a week ago



Added new card images to gamefeatures branch.
Karl Robert McCoubrey authored a week ago



Merge remote-tracking branch 'origin/gamefeatures' into gamefeatures
Andrew Scott Kidd authored a week ago



Menu touch event bugs fixed
Andrew Scott Kidd authored a week ago



MainGameScreen initialised more cards to test new locations
Karl Robert McCoubrey authored a week ago



Methods added for setting up a playable, shuffled deck.
Andrew Scott Kidd authored a week ago



Test branch push: Gamefeatures
Karl Robert McCoubrey authored a week ago



Test branch push: Gamefeatures
Karl Robert McCoubrey authored a week ago

21 Apr, 2017 1 commit



Player1Hand locations added
Andrew Scott Kidd authored a week ago

21 Apr, 2017 4 commits



BoardSetupHelper class added - loads in playing board essentials, reducing draw() in MainGameScreen
Andrew Scott Kidd authored a week ago



EnemyDeck cropped and fitted with padding adjusted. BoardLocation.java added for coordinate store
Andrew Scott Kidd authored a week ago



Loaded in 6 cards and calculated coordinates for the 6 card locations in the pla... ...
Andrew Scott Kidd authored a week ago



Few minor errors corrected
Andrew Scott Kidd authored a week ago

20 Apr, 2017 6 commits



Merge branch 'master' into 'gamefeatures' ...
Andrew Scott Kidd authored 2 weeks ago



Revert back to populating main game screen
Andrew Scott Kidd authored 2 weeks ago



other helper classes updated for action and energy cards - classes for action ca... ...
Emma McAllister authored 2 weeks ago



Navigation changed
Andrew Scott Kidd authored 2 weeks ago

Team Meeting Minutes

February

Minutes for Team G61 Week commencing 30/01/2017 Date of this minute 60mins

The following team members were present

Name (printed/typed)	Signature
Megan O’Kane	
Emma McAllister	
Andrew Kidd	
Karl McCoubrey	
Christopher Burns	
Paul McKay	

Task Reporting (Briefly list the progress for each team member in the last week.*)

Name & Role (1):

- Megan O’Kane
- Over the Christmas break; get up to date with android studio
- Look at Phil’s Gage project
- Look at the design and features of other game apps
- Learn how to use GitLab

Name & Role (2):

- Emma McAllister
 - Over the Christmas break; get up to date with android studio
 - Look at Phil’s Gage project
 - Look at the design and features of other game apps
 - Learn how to use GitLab
-

Name & Role (3):

- Andrew Kidd
- Over the Christmas break; get up to date with android studio
- Look at Phil's Gage project
- Look at the design and features of other game apps
- Learn how to use GitLab

Name & Role (4):

- Karl McCoubrey
- Over the Christmas break; get up to date with android studio
- Look at Phil's Gage project
- Look at the design and features of other game apps
- Learn how to use GitLab

Name & Role (5):

- Christopher Burns
- Over the Christmas break; get up to date with android studio
- Look at Phil's Gage project
- Look at the design and features of other game apps
- Learn how to use GitLab

Name & Role (6):

- Paul McKay
- Over the Christmas break; get up to date with android studio
- Look at Phil's Gage project
- Look at the design and features of other game apps
- Learn how to use GitLab

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name & Role (1):

- Megan O'Kane
 - Splash Screen set up
 - Work on the design of the UI
-

- Thread timer and run method for the splash screen
-

Name & Role (2):

- Emma McAllister
- Card classes and enums created
- Card images created
- Game Loop

Name & Role (3):

- Andrew Kidd
- Core services of the game set up
- Screen Manager, game screen
- Central game loop

Name & Role (4):

- Karl McCoubrey
- Work on Card classes with Emma
- Card movement
- Design of cards

Name & Role (5):

- Christopher Burns
- Look at AI for the game
- Work on Menu

Name & Role (6):

- Paul McKay
 - Look at AI for the game
 - Work on Menu
-

Minutes for Team G61 Week commencing 08/02/2017 Date of this minute 90mins

The following team members were present

Name (printed/typed)	Signature
Megan O’Kane	
Emma McAllister	
Andrew Kidd	
Karl McCoubrey	
Christopher Burns	
Paul McKay	

Task Reporting (Briefly list the progress for each team member in the last week.*)

Name & Role (1):

- Megan O’Kane
- Splash Screen set up
- Work on the design of the UI
- Thread timer and run method for the splash screen

Name & Role (2):

- Emma McAllister
- Card classes and enums created
- Card images created
- Game Loop

Name & Role (3):

- Andrew Kidd
- Core services of the game set up
- Screen Manager, game screen
- Central game loop

Name & Role (4):

- Karl McCoubrey
- Work on Card classes with Emma
- Card movement
- Design of cards

Name & Role (5):

- Christopher Burns
- Was supposed to be working on AI and menu, nothing was attempted

Name & Role (6):

- Paul McKay
- Look at AI for the game
- Was supposed to be working on AI and menu, nothing was attempted

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name & Role (1):

- Megan O’Kane
 - Work on the Menu
 - Create temporary designs buttons for menu
 - Background
-

Name & Role (2):

- Emma McAllister
- Continue to work on Card classes
- Attempt to get the cards on the screen

Name & Role (3):

- Andrew Kidd
- Continue with game loop
- Screen Manager, game screen
- Central game loop

Name & Role (4):

- Karl McCoubrey
- Continue to work on Card classes with Emma
- Continue with Card movement
- Continue with the design of cards

Name & Role (5):

- Christopher Burns
- Look at AI for the game

Name & Role (6):

- Paul McKay
 - Look at AI for the game
-

Minutes for Team G61 Week commencing 15/02/2017 Date of this minute 90mins

The following team members were present

Name (printed/typed)	Signature
Megan O’Kane	
Emma McAllister	
Andrew Kidd	
Karl McCoubrey	

Task Reporting (Briefly list the progress for each team member in the last week.*)

Name & Role (1):

- Megan O’Kane
- Work on the Menu
- Create temporary designs buttons for menu
- background

Name & Role (2):

- Emma McAllister
- Continue to work on Card classes
- Attempt to get the cards on the screen

Name & Role (3):

- Andrew Kidd
- Continue with game loop
- Screen Manager, game screen
- Central game loop

Name & Role (4):

- Karl McCoubrey
- Continue to work on Card classes with Emma
- Continue with Card movement
- Continue with the design of cards

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name & Role (1):

- Megan O’Kane
- Continue with the UI design and navigation

Name & Role (2):

- Emma McAllister
- Continue to work on Card classes
- Attempt to get the cards on the screen

Name & Role (3):

- Andrew Kidd
- Game infrastructure and touch event handling
- Have a look at AI

Name & Role (4):

- Karl McCoubrey
 - Continue to work on Card classes with Emma
 - Continue with Card movement
 - Continue with the design of cards
-
- **Christopher and Paul didn’t show up at the meeting**

Minutes for Team G61 Week commencing 22/02/2017 Date of this minute 50mins

The following team members were present

Name (printed/typed)	Signature
Megan O’Kane	
Emma McAllister	
Andrew Kidd	
Karl McCoubrey	

Task Reporting (Briefly list the progress for each team member in the last week.*)

Name & Role (1):

- Megan O’Kane
- Continue with the UI design and navigation

Name & Role (2):

- Emma McAllister
- Continue to work on Card classes
- Attempt to get the cards on the screen

Name & Role (3):

- Andrew Kidd
- Game infrastructure and touch event handling
- Have a look at AI

Name & Role (4):

- Karl McCoubrey
 - Continue to work on Card classes with Emma
 - Continue with Card movement
 - Continue with the design of cards
-

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name & Role (1):

- Megan O’Kane
- Work on the Menu
- Create temporary designs buttons for menu
- background

Name & Role (2):

- Emma McAllister
- Continue to work on Card classes
- Attempt to get the cards on the screen

Name & Role (3):

- Andrew Kidd
- Continue with game loop
- Screen Manager, game screen
- Central game loop

Name & Role (4):

- Karl McCoubrey
 - Continue to work on Card classes with Emma
 - Continue with Card movement
 - Continue with the design of cards
-
- **Christopher and Paul didn’t show up at the meeting**

Minutes for Team G61 Week commencing 29/02/2017 Date of this minute 2hours

The following team members were present

Name (printed/typed)	Signature
Megan O’Kane	
Emma McAllister	
Andrew Kidd	
Karl McCoubrey	

Task Reporting (Briefly list the progress for each team member in the last week.*)

Name & Role (1):

- Megan O’Kane
- Continue with the UI design and navigation

Name & Role (2):

- Emma McAllister
- Continue to work on Card classes
- Attempt to get the cards on the screen

Name & Role (3):

- Andrew Kidd
- Game infrastructure and touch event handling
- Have a look at AI

Name & Role (4):

- Karl McCoubrey
 - Continue to work on Card classes with Emma
 - Continue with Card movement
 - Continue with the design of cards
-

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name & Role (1):

- Megan O’Kane
- Look at possibly implementing a login and register screen

Name & Role (2):

- Emma McAllister
- Continue to work on Card classes
- Attempt to get the cards on the screen

Name & Role (3):

- Andrew Kidd
- Continue with game loop
- Screen Manager, game screen
- Central game loop

Name & Role (4):

- Karl McCoubrey
 - Continue to work on Card classes with Emma
 - Continue with Card movement
 - Continue with the design of cards
-
- **Christopher and Paul didn’t show up at the meeting**

March

Minutes for Team G61 Week commencing 06/03/2017 60mins

The following team members were present

Name (printed/typed)	Signature
Megan O’Kane	
Emma McAllister	
Andrew Kidd	
Karl McCoubrey	
Christopher Burns	
Paul McKay	

Task Reporting (Briefly list the progress for each team member in the last week.*)

Name & Role (1):

- Megan O’Kane
- Creating of Logo for “Ark9 Studios”
- Coding menu buttons onto main menu
- Adding background music

Name & Role (2):

- Emma McAllister
 - Looking into viewports
 - Updating game loop
 - Considering card classes and how to code them
-

Name & Role (3):

- Andrew Kidd
- Creation of classes for different kinds of cards
- Beginning to look at placement on main game screen

Name & Role (4):

- Karl McCoubrey
- Also looking into card classes and how to code them
- Beginning to look at placement and layout of main game screen

Name & Role (5):

- Christopher Burns
- Looking at how to shuffle the deck of cards
- Looking at AI

Name & Role (6):

- Paul McKay
- Looking at AI

*Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name & Role (1):

- Megan O’Kane
- Continue with menu code
- Consider asset store and placing images on screen

Name & Role (2):

- Emma McAllister
- Continue with card classes
- Consider new card designs

Name & Role (3):

- Andrew Kidd
- Looking into zooming the cards in and out

Name & Role (4):

- Karl McCoubrey
- Continue with card classes
- Considering placement on screen

Name & Role (5):

- Christopher Burns
- Look at AI for the game
- Work on Menu

Name & Role (6):

- Paul McKay
 - Look at AI for the game
 - Work on Menu
-

Minutes for Team G61 Week commencing 13/03/2017 40mins

The following team members were present

Name (printed/typed)

Signature

Megan O’Kane	
Emma McAllister	
Andrew Kidd	
Karl McCoubrey	
Christopher Burns	
Paul McKay	

Task Reporting (Briefly list the progress for each team member in the last week.*)

Name & Role (1):

- Megan O’Kane
- Working on extra features
- Addition of login screen
- Addition of rules to rules screen

Name & Role (2):

- Emma McAllister
 - Looking into JSON as an option for holding card details
 - Continuing work on previous code to ensure high quality
-

Name & Role (3):

- Andrew Kidd
- Looking into JSON as an option for holding card details
- Continuing to look at zooming cards on screen

Name & Role (4):

- Karl McCoubrey
- Beginning to look at main game and options for laying out screen
- Researching different projects for ideas on screen placement

Name & Role (5):

- Christopher Burns
- Had code to complete and wasn't done

Name & Role (6):

- Paul McKay
- Had code to complete and wasn't done

*Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name & Role (1):

- Megan O'Kane
 - Continue with the extra features
 - Working on quit feature
-

Name & Role (2):

- Emma McAllister
- Begin design of new cards
- Consider ways of implanting cards and details

Name & Role (3):

- Andrew Kidd
- Collision detection and card sizing

Name & Role (4):

- Karl McCoubrey
- Cards boundaries on main game screen

Name & Role (5):

- Christopher Burns
- Look at AI for the game
- Work on Menu

Name & Role (6):

- Paul McKay
 - Look at AI for the game
 - Work on Menu
-

Minutes for Team G61 Week commencing 27/03/2017 80mins

The following team members were present

Name (printed/typed)	Signature
Megan O’Kane	
Emma McAllister	
Andrew Kidd	
Karl McCoubrey	

Task Reporting (Briefly list the progress for each team member in the last week.*)

Name & Role (1):

- Megan O’Kane
- Continuous work on updating and fixing main menu
- Working on extra features and bug fixes with music

Name & Role (2):

- Emma McAllister
- Continuing to work on high scores package
- Looking into better ways of holding card details

Name & Role (3):

- Andrew Kidd
 - Main game screen
 - Collison dectection
-

- Boundaries
- Setting places for cards

Name & Role (4):

- Karl McCoubrey
- Snapping cards to specific locations
- Working on drag methods for moving card around screen
- More work on shuffling of cards

Name & Role (5):

- Christopher Burns

Name & Role (6):

- Paul McKay

*Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name & Role (1):

- Megan O’Kane
- Working on extra features
- Refactoring code
- Adding helper classes

Name & Role (2):

- Emma McAllister
- Looking into options for high score
- Researching projects for ideas on high scores implementation

Name & Role (3):

- Andrew Kidd
- Working on main game screen

Name & Role (4):

- Karl McCoubrey
- Working on main game screen

Name & Role (5):

- Christopher Burns
- Look at AI for the game
- Work on Menu

Name & Role (6):

- Paul McKay
 - Look at AI for the game
 - Work on Menu
-

April

Minutes for Team G61 Week commencing 03/04/2017 Date of this minute 2hours

The following team members were present

Name (printed/typed)	Signature
Megan O’Kane	
Emma McAllister	
Andrew Kidd	
Karl McCoubrey	

Task Reporting (Briefly list the progress for each team member in the last week.*)

Name & Role (1):

- Megan O’Kane
- Continue with the UI design and navigation

Name & Role (2):

- Emma McAllister
- Continue to work on Card classes
- Attempt to get the cards on the screen

Name & Role (3):

- Andrew Kidd
- Game infrastructure and touch event handling
- Have a look at AI

Name & Role (4):

- Karl McCoubrey
 - Continue to work on Card classes with Emma
 - Continue with Card movement
 - Continue with the design of cards
-

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name & Role (1):

- Megan O’Kane
- Look at possibly implementing a login and register screen

Name & Role (2):

- Emma McAllister
- Continue to work on Card classes
- Attempt to get the cards on the screen

Name & Role (3):

- Andrew Kidd
- Continue with game loop
- Screen Manager, game screen
- Central game loop

Name & Role (4):

- Karl McCoubrey
 - Continue to work on Card classes with Emma
 - Continue with Card movement
 - Continue with the design of cards
-
- **Christopher and Paul didn’t show up at the meeting**

Minutes for Team G61 Week commencing 10/04/2017 Date of this minute 2hours

The following team members were present

Name (printed/typed)	Signature
Megan O’Kane	
Emma McAllister	
Andrew Kidd	
Karl McCoubrey	

Task Reporting (Briefly list the progress for each team member in the last week.*)

Name & Role (1):

- Megan O’Kane
- Continue with the UI design and navigation

Name & Role (2):

- Emma McAllister
- Continue to work on Card classes
- Attempt to get the cards on the screen

Name & Role (3):

- Andrew Kidd
- Game infrastructure and touch event handling
- Have a look at AI

Name & Role (4):

- Karl McCoubrey
 - Continue to work on Card classes with Emma
 - Continue with Card movement
 - Continue with the design of cards
-

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name & Role (1):

- Megan O’Kane
- Look at possibly implementing a login and register screen

Name & Role (2):

- Emma McAllister
- Continue to work on Card classes
- Attempt to get the cards on the screen

Name & Role (3):

- Andrew Kidd
- Continue with game loop
- Screen Manager, game screen
- Central game loop

Name & Role (4):

- Karl McCoubrey
 - Continue to work on Card classes with Emma
 - Continue with Card movement
 - Continue with the design of cards
-
- **Christopher and Paul didn’t show up at the meeting**

Minutes for Team G61 Week commencing 17/04/2017 120mins

The following team members were present

Name (printed/typed)	Signature
Megan O’Kane	
Emma McAllister	
Andrew Kidd	
Karl McCoubrey	

Task Reporting (Briefly list the progress for each team member in the last week.*)

Name & Role (1):

- Megan O’Kane
- Bug fixing with quit screen
- Testing buttons to ensure correct navigation through game
- Continuous work on menu design

Name & Role (2):

- Emma McAllister
- Creation of helper classes for different cards
- Re-done all cards to ensure same format

Name & Role (3):

- Andrew Kidd
 - Implementation of main game screen
 - Working on layout of cards and bench on screen
 - Assigning bench locations
-

Name & Role (4):

- Karl McCoubrey
- Implementation on game screen
- Getting card and hand locations displayed

Name & Role (5):

- Christopher Burns

Name & Role (6):

- Paul McKay

*Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name & Role (1):

- Megan O’Kane
- Fixing up game music
- Adding animation in score board screen and options for music
- Setting up game level classes

Name & Role (2):

- Emma McAllister
- High score package added
- Testing high score package
- Adding some extra cards

Name & Role (3):

- Andrew Kidd
- Continuing work on main game screen
- Ensuring cards appear in correct places in bench and hand

Name & Role (4):

- Karl McCoubrey
- Continuing work on the main game screen
- Ensuring cards appear in correct places in bench and hand

Name & Role (5):

- Christopher Burns

Name & Role (6):

- Paul McKay
-

Minutes for Team G61 Week commencing 24/04/2017 120mins

The following team members were present

Name (printed/typed)	Signature
Megan O’Kane	
Emma McAllister	
Andrew Kidd	
Karl McCoubrey	

Task Reporting (Briefly list the progress for each team member in the last week.*)

Name & Role (1):

- Megan O’Kane
- Refactoring code to ensure it is of high quality
- Final bug fixes
- Final touches to game

Name & Role (2):

- Emma McAllister
- Looking at main game play methods
- Evolve, attack etc
- Refactoring code to ensure it is high quality

Name & Role (3):

- Andrew Kidd
 - Looking into dragging cards around screen
-

- Looking to merge branch into master

Name & Role (4):

- Karl McCoubrey
- Snapping cards to specific locations
- Moving cards and shuffling deck to deal cards onto screen

Name & Role (5):

- Christopher Burns

Name & Role (6):

- Paul McKay

*Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name & Role (1):

- Megan O’Kane
- Final touches before hand in

Name & Role (2):

- Emma McAllister
- Final touches before hand in

Name & Role (3):

- Andrew Kidd
- Final touches before hand in

Name & Role (4):

- Karl McCoubrey
- Final touches before hand in

Name & Role (5):

- Christopher Burns

Name & Role (6):

- Paul McKay
-

