

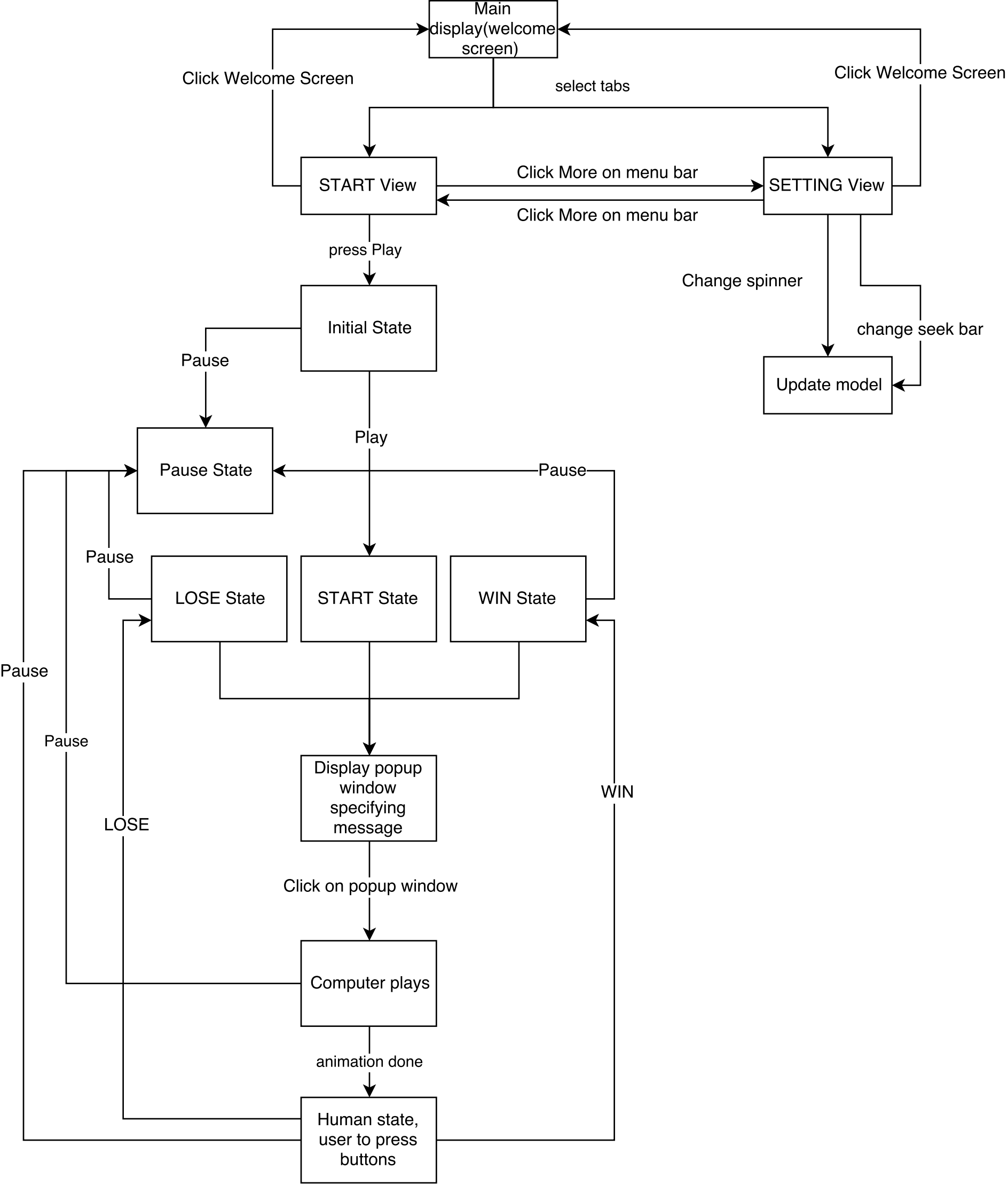
# A4 project design

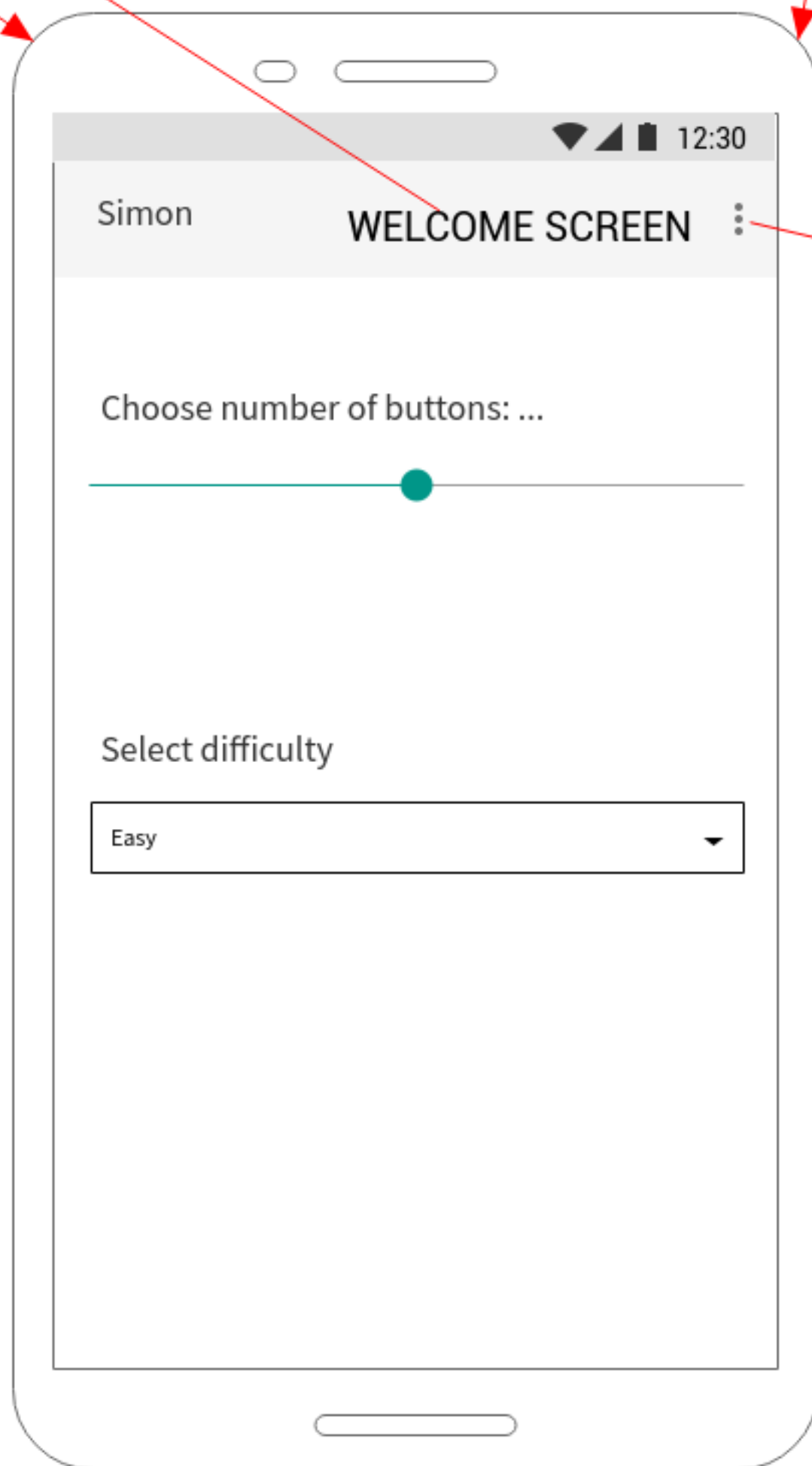
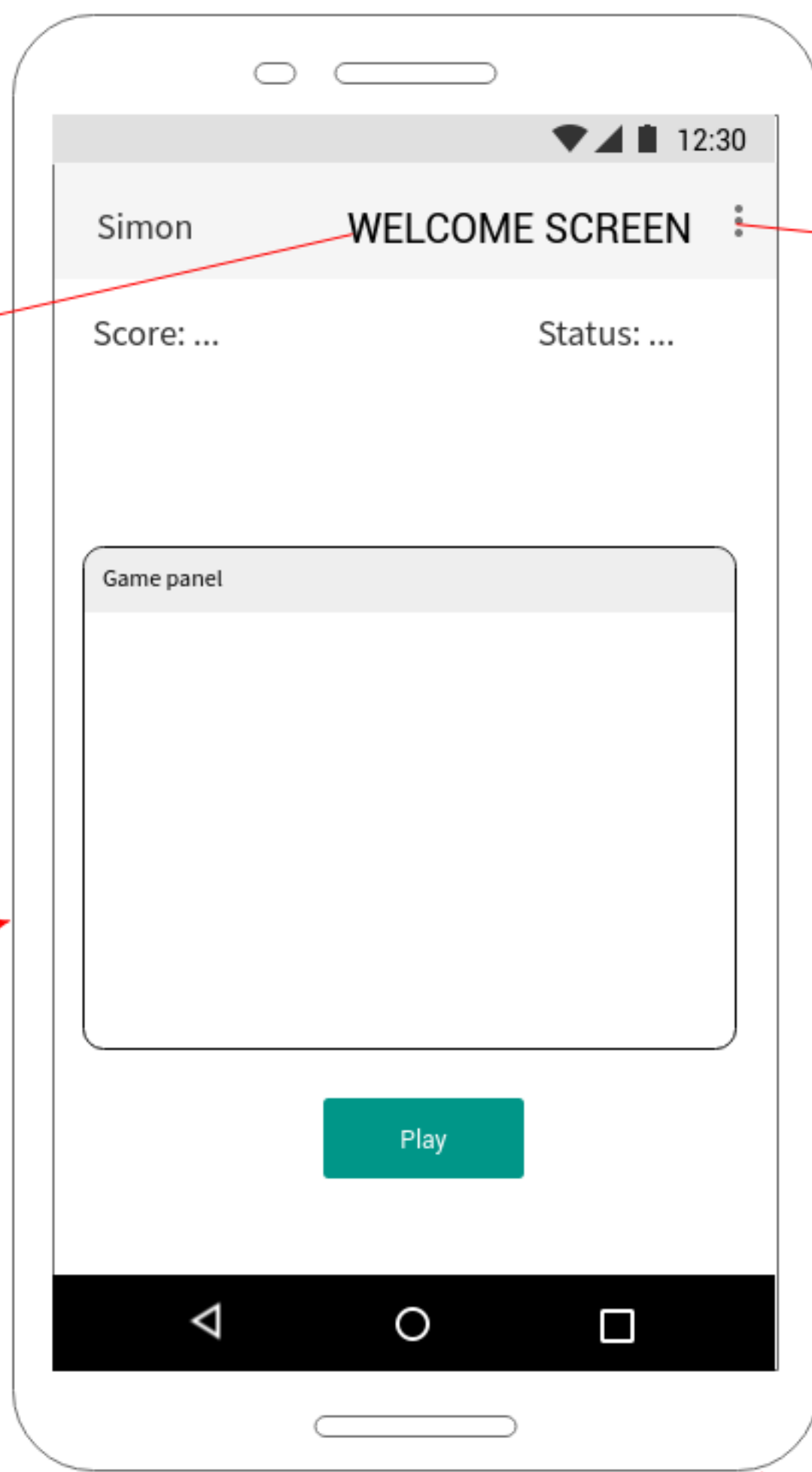
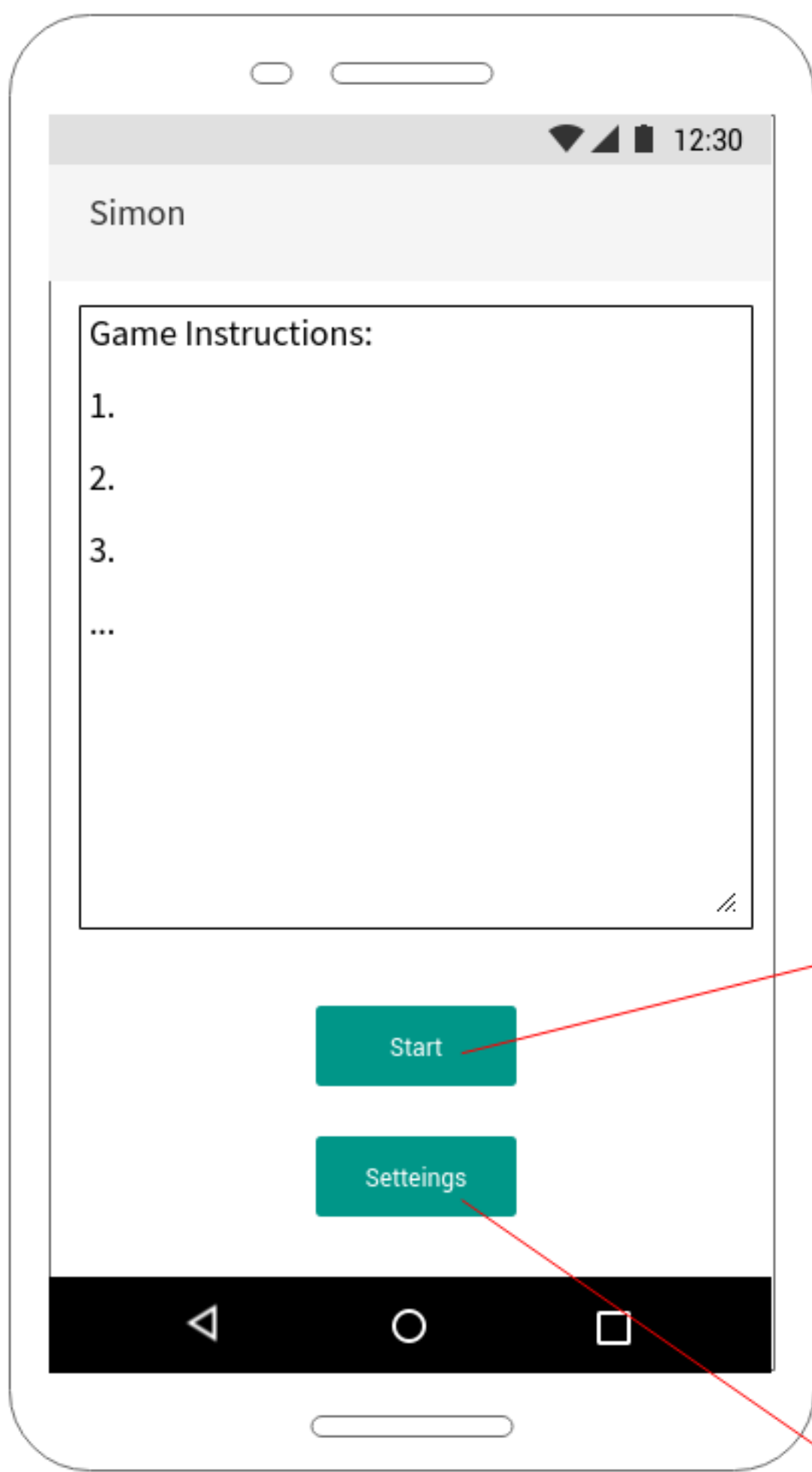
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## Contents

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- Interaction sequence
- Interface schematics





setting

WELCOME SCREEN menu item widget schematics:

-Go to the welcome screen

Setting menu item widget schematics:

-Go to setting view

Score textview widget schematics:

-Display current score of the user

Status textview widget schematics:

-Display the status of the game(START, HUMAN, COMPUTER, WIN, LOSE)

Game panel widget schematics:

-Display buttons for user to play with

Play button widget schematics:

-start the game or pause the game

Instruction textview widget schematics:

-Brief instruction of the game

Start button widget schematics:

-Go to the game view

Settings button widget schematics:

-Go to the setting view

Back to Game

WELCOME SCREEN menu item widget schematics:

-Go to the welcome screen

Back to Game menu item schematics:

-Go to game view

Choose number of buttons text view widget schematics:

-Display number of buttons

Seek bar widget schematics:

-Update model how many buttons the user want to play with

Select difficulty text view widget schematics:

-display difficulty

Spinner widget schematics:

-Update model what difficulty the user want to play with such that the play back of sequence animation is fast or slow