

Cops & Crooks: Developer Documentation

Getting started

Clone from <https://bitbucket.org/Bexx/cops-crooks>

Make sure you also have Android 4.3 SDK.

Start the server by running Server.java as a Java Application.

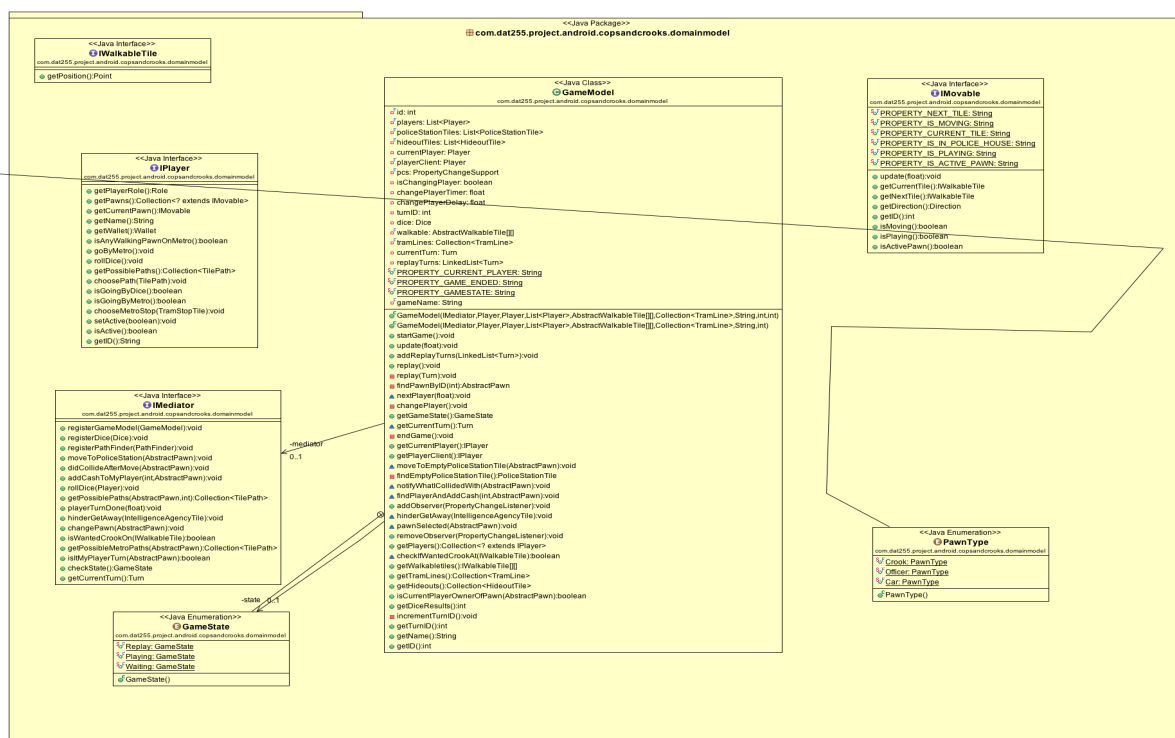
Dependencies

- Java 6 SE
- Android SDK
- An Android device
- LibGDX

Android SDK Targets

- Minimum SDK: 10

Major components



Design decisions

API level

Minimum API level: 10

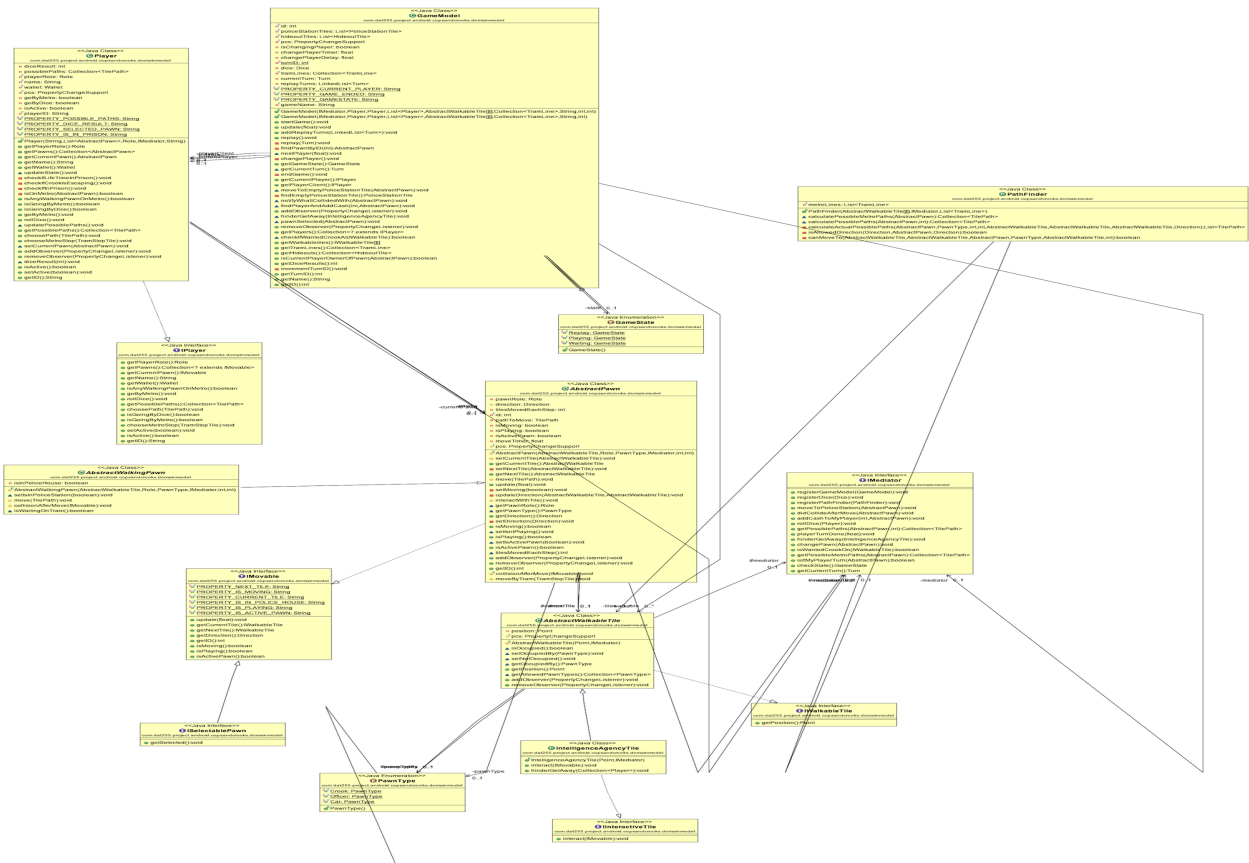
Code design

Major code design pattern: MVC

As we wanted to be able to easily switch, for example, graphics in our project. The domain model is a stand alone.

UML

UML over main classes in domain model



External dependencies

- LibGDX

A framework with focusing on games.

- Kryonet

To help us with the network programming.

- Android

The environment where the game can be played.

Network

The game uses a server/client solution where each game client stores a game model and changes to this game model is echoed by the server to the other clients.

Example:

Player 1 one makes a turn, this turn changes their game model.

The turn is then sent to the server.

Player 2 connects to the server and downloads the turn and replays it to the player (and by doing this updating their game model)

Player 2 then makes their own turn, and the cycle continues.