Cops & Crooks: Developer Documentation

Getting started

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

A server is hosted at the preset IP, so you should be able to connect right away after entering your name. If you have issues connecting please contact Daniel Bäckström at 0701413307 or danbacks@student.chalmers.se.

If you want to host your own server just open the port 54555 and start the server application in eclipse and edit the the ip under options in your android client.
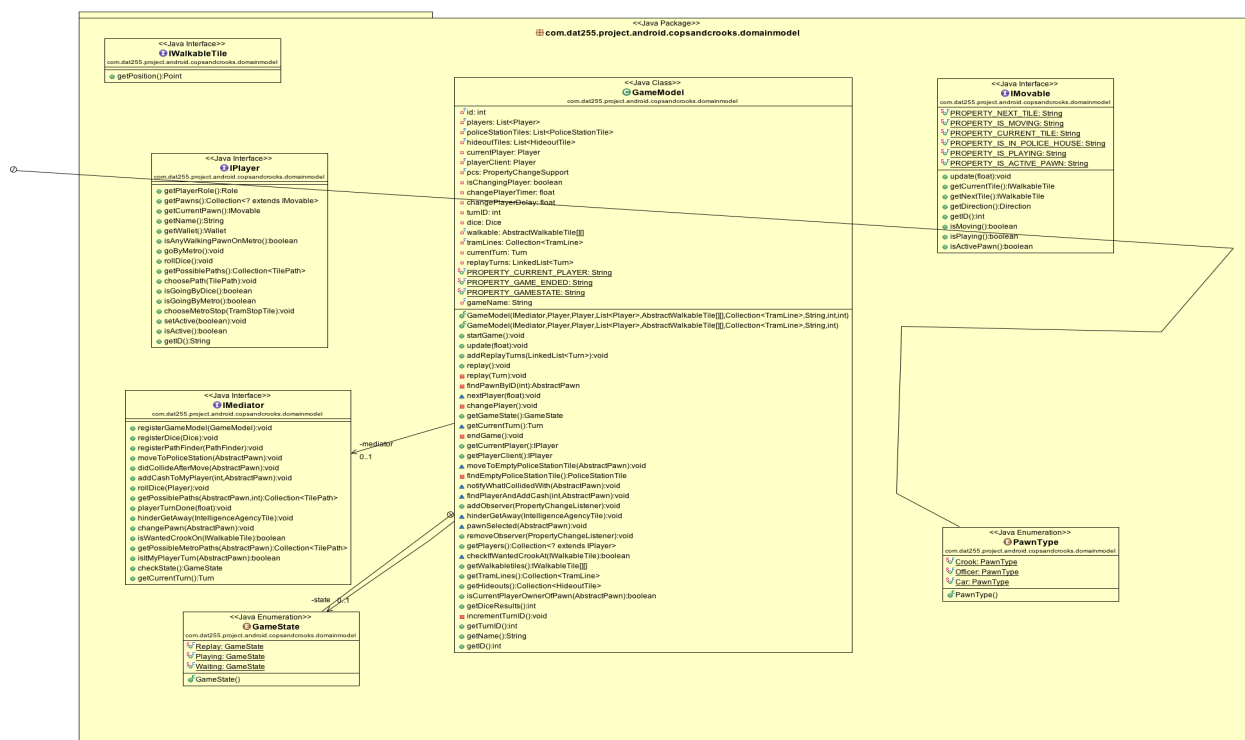
Dependencies

- 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.