

[Description](#)

[Intended User](#)

[Features](#)

[User Interface Mocks](#)

[Screen 1](#)

[Screen 2](#)

[Key Considerations](#)

[How will your app handle data persistence?](#)

[Describe any corner cases in the UX.](#)

[Describe any libraries you'll be using and share your reasoning for including them.](#)

[Next Steps: Required Tasks](#)

[Task 1: Project Setup](#)

[Task 2: Implement UI for Each Activity and Fragment](#)

[Task 3: Your Next Task](#)

[Task 4: Your Next Task](#)

[Task 5: Your Next Task](#)

GitHub Username: bourdakos1

Deception

Description

Welcome, stranger, to this village of lies. I wish I had better news to share, but it seems Mafia have taken root and distrust is spreading like a plague. I pray you decide to turn back. This isn't a place any man would wish to be.

Every night another body is found and every morning an accused is lynched. Before long there won't be anything left but the stench of corpses... If you do decide to continue, look for the few who still have their wits about them. A detective is down there now, investigating undercover. And there's a doctor who keeps an eye out and tries to save any lives he can. Beware, though, because the mafia is looking for the both of them as well.

Intended User

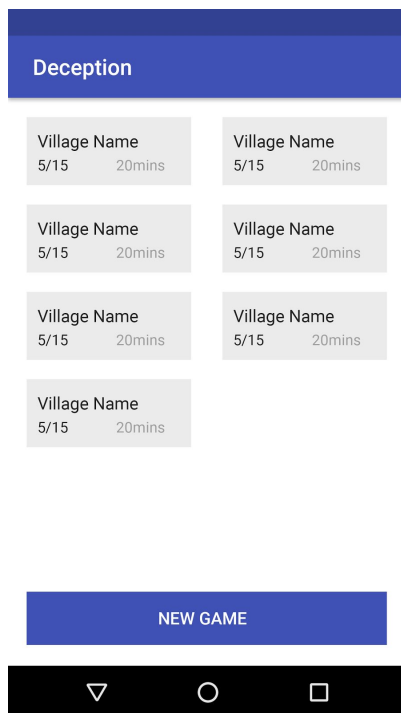
Deception is intended for people looking for a fun game to pass the time with friends

Features

- Accounts to save your information and stats
- Ability to play with other users worldwide
- A chat room interface to communicate with other players
- Ability to choose duration of your game

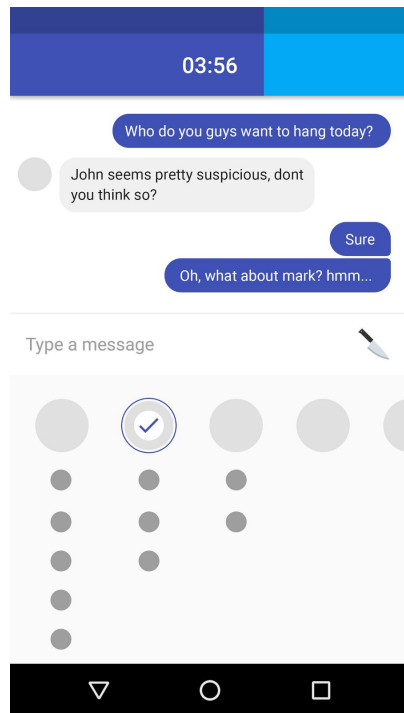
User Interface Mocks

Screen 1



This is where the user can choose a pending game or create a new one.

Screen 2



This is the conversation activity for the game, the user can use the keyboard to type and send messages to each other. Taping the knife opens the the voting on whole to kill. The toolbar changes from dark blue to light blue as the sun raises and vise versa.

Key Considerations

How will your app handle data persistence?

I will sqlite to store messages of the conversations between players.

Describe any corner cases in the UX.

Message bubbles have a left view and a right view, and each one of those has top, middle, bottom and single versions. The message box has a knife when no text has been entered and a send button when the user starts typing

Describe any libraries you'll be using and share your reasoning for including them.

I will be using Glide to handle the loading and caching of user's profile images. I will also use the android support libraries to implement material design on older devices.

Next Steps: Required Tasks

Task 1: Project Setup

Create each activity:

- Login Activity
- Game Setup Activity
- Game Activity

Configure libraries:

- Android support library
- Glide

Task 2: Implement UI for Each Activity and Fragment

Login Activity:

- Login Activity
- Add username edit text
- Add password edit text
- Add login button with onClickListener that starts Game Setup Activity

Game Setup Activity:

- Create a gridview for pending games
- Create a grid item view that displays information of the pending game, like duration, when the game starts, amount of players
- Add a create new game button with an onClickListener that displays a popup with options for the new game

Game Activity:

- Create a list view for messages
- Create list item views for each of the message bubble types
- Add an edit text for typing messages
- Create a fragment for the voting area that pops up

Task 3: Implement Google Play Services

Nearby:

- Set up nearby to allow for challenging friends around you

Analytics:

- Know how many active users and the features they use most often

Task 4: Build Content Provider for Storing Messages

- Create models for users, players, games, etc
- Create an AccountManager to persist credentials

Task 5: Implement Game Logic and Connect to Server

- Link local models to the server