Ra

Project Presentation

March 2017

YouTube link:

Consider converting to PPTX

# Video script

Have all applications open but minimized

1. PC Ra.exe (C:\Users\Ben\Documents\class\Android-210B\Ra\ra\ra.exe)  
   Describe game (auction based, collect tiles in various categories to score points).  
   Do a few moves in Ra.exe
2. Last quarters presentation (C:\Users\Ben\Documents\class\Android-210B\GIT\Ra\doc\Project Presentation - Ra 2016-12.pptx)  
   Skip through it quickly. Show screenshots. Describe version 0.1 as text/button based.  
   (or new presentation which will have screenshots for step 4,5 below)
3. Go to <https://videogamegeek.com/videogame/86774/reiner-knizias-ra> and show images for iOS version.
4. Emulator ‘Nexus 4’ with Ra installed
   1. Show launcher icon and click to start (mention v0.2: new launcher icon)
   2. Show splash screen (mention v0.2: animation of splash image using ‘Animation’ and ‘anim’.xml file)
   3. Press ‘New’ button, brief explanation of choices, press ‘OK’ (use seed = 1)
   4. GameActivity: briefly describe game elements as relates to game
   5. Press ‘OK’ a few times, show auction dialog.
   6. Press ‘OK’ a few (past first auction) more times and show ‘God’ dialog (mention v0.2: Plural strings)
   7. Stop with long string in ‘status’  
      Show that app is killed (mention v0.2: save feature to file in app directory)
   8. Go to settings and change language to Spanish, then start Ra. (mention v0.2: saved-game load feature) show different strings (mention v0.2: localization of strings to Spanish and French)
   9. Go to settings and change language to French, back to Ra.
   10. Go to settings and change language back to English
   11. Main game (mention v0.2: replacement of text with ImageView of game tiles, replacement of Sun Tiles represented by text to being represented by SunImageView w/ onDraw that draws text on top of tile\_sun.png)
   12. Go to Tiles (mention v0.2: replacement of text w/ ImageView of game tiles)
   13. Rotate emulator (mention v0.2: different portrait/landscape layouts (mention want to transpose row/column in table but don’t know how))
   14. Show then press ‘Up’ button (mention v0.2: Up button)
   15. Minimize Emulator
5. Emulator ‘Nexus 4’ clone w/ Ra installed in game state where near end of epoch with Ra showing
   1. Finish epoch and show going to Score Activity (mention v0.2: replacement of text w/ ImageView of game tiles)
   2. Repeat from before
      1. Rotate emulator (mention v0.2: different portrait/landscape layouts (mention want to transpose row/column in table but don’t know how))
      2. Show then press ‘Up’ button (mention v0.2: Up button)
   3. Press ‘OK’ a few more times, then press ‘Score’ button again
   4. Minimize
6. Show list to TODO: bullets, mention v0.3, v1.0