Ra for Android

By Benjamin Sklar

Last Modified: 2017-01-07

# Overview

‘Ra for Android’ is my class project for [UW PCE](https://www.pce.uw.edu/) certificate [Android Application Development](https://www.pce.uw.edu/certificates/android-application-development). The project is to port the board game ‘Ra’ to the Android platform. ‘Ra’ is an auction and set-collection game with an Ancient Egyptian theme.

# Links

Ra description: <https://boardgamegeek.com/boardgame/12/ra>

GIT repository: <https://github.com/brskl/ra>

# Summary of versions

## Version 0.1

The first version was my project for Autumn quarter 2016. The object is to get the game to function on the Android platform for a basic phone platform (tested using an emulator) with a textual interface showing the game state and buttons & dialogs to do game actions.

See ‘Project Presentation - Ra 2016-12.pptx’

## Version 0.2

The second version will/was my project for Winter quarter 2017. The object is to greatly improve the visual interface using graphics and other UI functionality that will be taught in the class for the winter quarter.

## Version 0.3

The third version will/did use ??? from Spring quarter 2017.

## Version 1.0

The first major version will be to make a commercial quality app, to be placed online for download. May charge for app, but will at least be a demonstration of my work to potential employers.

# Detail

## Version 0.1

Text abbreviations for the various tiles:

* DP: disaster – pharaoh
* DN: disaster – Nile
* DC: disaster – civilization
* DM: disaster – monuments
* M1-M8: Monuments, 8 types
* C1-C5: Civilization, 5 types
* P: Pharaoh
* N: Nile, NF: Nile Flood
* Au: Gold
* G: God
* R: RA