Ra for Android

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# 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>

## Version 1.0

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’

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

## Version 2.0

The second version 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.