NOTE: Component ID prefixes for MainActivity, OfflineConfigurationActivity (to be renamed from HotseatConfigurationActivity), OfflineGame (to be renamed from HotseatGame) have not been changed from “hotseat” to “offline” in code as of yet, but tests should be written with these changes.

UI control elements

Main activity

|  |  |  |
| --- | --- | --- |
| **Component ID** | **Control Type** | **Effect** |
| offlineActivityConfigurationButton | Button | * Starts the OfflineConfigurationActivity OR OfflineGameActivity (with resume dialog) if game is saved |
| mainMenuHelpButton | Button | * Starts the HelpActivity |

Offline Configuration activity

|  |  |  |
| --- | --- | --- |
| **Component ID** | **Control Type** | **Effect** |
| offlineTwoPlayerButton | Button | * Displays two input fields: * offlineRedPlayerNameEditText * offlineBluePlayerNameEditText |
| offlineThreePlayerButton | Button | * Displays three input fields: * offlineRedPlayerNameEditText * offlinePurplePlayerNameEditText * offlineYellowPlayerNameEditText |
| offlineFourPlayerButton | Button | * Displays four input fields: * offlineRedPlayerNameEditText * offlineGreenPlayerNameEditText * offlinePurplePlayerNameEditText * offlineYellowPlayerNameEditText * offlineOrangePlayerNameEditText |
| offlineSixPlayerButton | Button | * Displays all six input fields |
| offlineRedPlayerNameEditText | EditText | * Allows for textual entry   *Validation***:**   * Can’t be blank depending on number of players selected |
| offlineGreenPlayerNameEditText | EditText |
| offlinePurplePlayerNameEditText | EditText |
| offlineBluePlayerNameEditText | EditText |
| offlineYellowPlayerNameEditText | EditText |
| offlineOrangePlayerNameEditText | EditText |
| offlineGameActivityButton | Button | * Finishes this activity and starts   OfflineGameActivity |
| TO BE UPDATED WITH ROBOT SELECTION OPTION INFO WHEN MOCKUPS ARE RELEASED | | |

Offline Game activity

|  |  |  |
| --- | --- | --- |
| **Component ID** | **Control Type** | **Effect** |
| offlineMoveResetButton | Button | * Undoes any peg movements since start of current turn |
| offlineMoveDoneButton | Button | * Updates game with player’s move * Rotates the board * Changes the current player label at the top of the screen |

Offline Game activity: resume dialog

|  |  |  |
| --- | --- | --- |
| **Component ID** | **Control Type** | **Effect** |
| offlineAcceptContinuationButton | Button | * Dialog disappears |
| offlineDeclineContinuationButton | Button | * This activity finishes and OfflineConfigurationActivity starts * Saved game is deleted |

Offline Game activity: end of game dialog

|  |  |  |
| --- | --- | --- |
| **Component ID** | **Control Type** | **Effect** |
| offlineGameEndToHomeButton | Button | * This activity finishes and MainActivity starts |
| offlineGameEndToNewButton | Button | * This activity finishes and OfflineConfigurationActivity starts |