UI control elements

Main activity

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

Offline Configuration activity

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| **Component ID** | **Control Type** | **Effect** |
| offlineTwoPlayerButton | ToggleButton | * Displays two input fields: * offlineRedPlayerNameEditText * offlineBluePlayerNameEditText |
| offlineThreePlayerButton | ToggleButton | * Displays three input fields: * offlineRedPlayerNameEditText * offlinePurplePlayerNameEditText * offlineYellowPlayerNameEditText |
| offlineFourPlayerButton | ToggleButton | * Displays four input fields: * offlineRedPlayerNameEditText * offlineGreenPlayerNameEditText * offlinePurplePlayerNameEditText * offlineYellowPlayerNameEditText * offlineOrangePlayerNameEditText |
| offlineSixPlayerButton | ToggleButton | * Displays all six input fields |
| offlineRedPlayerTypeButton | ToggleButton | * Human by default; toggles to AI |
| offlineGreenPlayerTypeButton | ToggleButton | * AI by default; toggles to Human |
| offlinePurplePlayerTypeButton | ToggleButton |
| offlineBluePlayerTypeButton | ToggleButton |
| offlineYellowPlayerTypeButton | ToggleButton |
| offlineOrangePlayerTypeButton | ToggleButton |
| Offline<COLOUR>PlayerEasyButton | ToggleButton | * *Note: replace <COLOUR> with the 6 player colours. This has been done to be concise.* * Easy difficulty is the default * Selecting another difficulty deselects the current one |
| Offline<COLOUR>PlayerMediumButton | ToggleButton |
| Offline<COLOUR>PlayerHardButton | ToggleButton |
| offlineRedPlayerNameEditText | EditText | * Allows for textual entry   *Validation***:**   * Can’t be blank depending on number of human players selected |
| offlineGreenPlayerNameEditText | EditText |
| offlinePurplePlayerNameEditText | EditText |
| offlineBluePlayerNameEditText | EditText |
| offlineYellowPlayerNameEditText | EditText |
| offlineOrangePlayerNameEditText | EditText |
| offlineGameActivityButton | Button | * Finishes this activity and starts   OfflineGameActivity |

Offline Game activity

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| **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

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| **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

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