# General

Source can live where?

Git

Heroku-like

Server Node/Java combo

Database MySql

* users table

Mocha for Javascript testing

web server layer in the application to make call to the web server

# 1. Anonymous Accounts

If you don’t choose to login with Facebook

when the user opens the app for the first time the app and the internet is available will generate some anonymous username via a call to the web server and saves it in the database and stored on the phone as well but only editable with an internet connection

Then the user can go to settings if they want to change it

# 2. Facebook accounts

Can only sign in and unlink (i.e. no logging out)

Sign in through settings

* account management can be changed in settings, see Settings.

Sign in at the end of online game if you are not already signed in

What do we need?

Android Facebook API

* How will we know if they have a Facebook account? What will we store on the phone?

Android UI at the end of the game that will decide if they are authenticated

No security at this time.

**Unlink an Account from Facebook**

Are you sure message?

web server call which will delete their account from the database

we may need to delete stuff from the device too

call to web server to generate the anonymous username

3. Toggle Show Possible Moves

* UI
  + Toggle in settings
* Coding
* Testing

4. Push Game Turn Notification

* Architecture to receive push notifications
  + Android service which listens for push notifications from Google
* UI
  + When there is an update:
    - Click on push notification outside of app: takes you to the online game
    - Go into app, ONLINE GAME will have a icon
  + Updated games will have icon to indicate
  + Push notification disappears when we go to the Online Game
  + Reorders list (your move at the top)
* Coding
  + Google Cloud Messaging
  + UI 🡪 reorder the list dynamically if viewing list
  + Implementing architecture plan
* Testing

5. Online Game List Activity

* Architecture
* UI
  + Mockups
  + Implementing the mockups
* Code

6. New Online Game (and Dialog)

* All AIs are Medium
* New game button in list above the other online games
* Clicking new game opens new game dialog (select num players; button: Create, Cancel)
* Option to select number of players in the new game
* Project task: Mockup
* New game comes up in list while it is being created

7. Determine List of Players

* Mockup
* Implement mockup & Code
* Activity diagram update

8. AI Takeover

* Case 1: on timeout for create game 🡪 fills rest with AI
* Case 2: player quits online game 🡪 replaced with AI

9. Quitting Online Game

* Long press on game in list to open dialog (to delete)