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 |
| onlineListActivityButton | Button | * Starts the OnlineListActivity |
| helpActivityButton | Button | * Starts the HelpActivity |
| settingsActivityButton | Button | * Starts the SettingsActivity |

Offline Configuration activity

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| **Component ID** | **Control Type** | **Effect** |
| twoPlayerButton | ToggleButton | * Displays two input fields: * offlineRedPlayerNameEditText * offlineBluePlayerNameEditText |
| threePlayerButton | ToggleButton | * Displays three input fields: * offlineRedPlayerNameEditText * offlinePurplePlayerNameEditText * offlineYellowPlayerNameEditText |
| fourPlayerButton | ToggleButton | * Displays four input fields: * offlineRedPlayerNameEditText * offlineGreenPlayerNameEditText * offlinePurplePlayerNameEditText * offlineYellowPlayerNameEditText * offlineOrangePlayerNameEditText |
| sixPlayerButton | 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** |
| gameMoveResetButton | Button | * Undoes any peg movements since start of current turn |
| gameMoveDoneButton | Button | * Updates game with player’s move * Rotates the board * Changes the current player label at the top of the screen |
| gamePlayerListButton | Button | * Creates/displays a dialog which displays a list of the players |

Offline Game activity: resume dialog

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| **Component ID** | **Control Type** | **Effect** |
| dialogAcceptButton | Button | * Dialog disappears |
| dialogCancelButton | 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** |
| dialogCancelButton | Button | * This activity finishes and MainActivity starts |
| dialogAcceptButton | Button | * This activity finishes and OfflineConfigurationActivity starts |

Online List activity

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| **Component ID** | **Control Type** | **Effect** |
| onlineNewGameButton | Button | * Creates/displays a dialog to create a new online game |
| onlineGameActivityButton | Button | * Hides the notification icon on the game’s list entry (if it is visible) * Starts OnlineGameActivity and loads any updates to that game’s state |

Online List activity: new game dialog

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| --- | --- | --- |
| **Component ID** | **Control Type** | **Effect** |
| dialogCancelButton | Button | * Dialog disappears |
| dialogAcceptButton | Button | * Dialog disappears; new game is added to the OnlineList’s game list |
| twoPlayerButton | ToggleButton | * Will be used to create/join a game of that many players when the dialogAcceptButton is clicked |
| threePlayerButton | ToggleButton |
| fourPlayerButton | ToggleButton |
| sixPlayerButton | ToggleButton |

Online Game activity

|  |  |  |
| --- | --- | --- |
| **Component ID** | **Control Type** | **Effect** |
| gameMoveResetButton | Button | * Undoes any peg movements since start of current turn |
| gameMoveDoneButton | Button | * Updates game with player’s move * Rotates the board * Changes the current player label at the top of the screen |
| gamePlayerListButton | Button | * Creates/displays a dialog which displays a list of the players |

Online Game activity: end of game dialog

|  |  |  |
| --- | --- | --- |
| **Component ID** | **Control Type** | **Effect** |
| dialogAcceptButton | Button | * This activity finishes and starts OnlineListActivity |

Settings activity

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| **Component ID** | **Control Type** | **Effect** |
| settingsShowMovesButton | ToggleButton | * Sets a SharedPreference flag to show/hide possible moves |
| settingsUsernameEditText | EditText | * Allows for textual entry * Makes request to server to change name when focus is lost |
| settingsFacebookConnectButton | Button | * Goes to the facebook site to authenticate the user |
| settingsFacebookUnlinkButton | Button | * Starts a dialog to confirm unlinking of the account |

Settings activity: unlink Facebook dialog

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| **Component ID** | **Control Type** | **Effect** |
| dialogCancelButton | Button | * Dialog disappears |
| dialogAcceptButton | Button | * Validates password with server. If: * Correct 🡪 dialog disappears; account is deleted * Incorrect 🡪 error icon beside password field |
| dialogPasswordEditText | EditText | * Allows for textual entry * Used to confirm identity when unlinking facebook account |