**Hot Seat Game Controls**

**Notes:**

* The hotseat<COLOUR>PlayerNameEditText variable names may be refactored slightly depending on UI implementation
* The Hot Seat Game Activity tests may need to be set up later; once the board is usable.

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| **Activity** | **Variable Name** | **Control Type** | **Effect** |
| Home | hotseatConfigurationActivityButton | Button | - starts the Hot Seat Config. Activity |
| Hot Seat Config. | hotseatTwoPlayerButton | Button | - displays two input fields:   * hotseatRedPlayerNameEditText * hotseatBluePlayerNameEditText |
| hotseatThreePlayerButton | Button | - displays three input fields:   * hotseatRedPlayerNameEditText * hotseatPurplePlayerNameEditText * hotseatYellowPlayerNameEditText |
| hotseatFourPlayerButton | Button | - displays four input fields:   * hotseatGreenPlayerNameEditText * hotseatPurplePlayerNameEditText * hotseatYellowPlayerNameEditText * hotseatOrangePlayerNameEditText |
| hotseatSixPlayerButton | Button | - displays all six input fields |
| hotseatRedPlayerNameEditText | EditText | - allows for textual entry  **validation:**  **-** can’t be blank depending on number of players selected |
| hotseatGreenPlayerNameEditText | EditText |
| hotseatPurplePlayerNameEditText | EditText |
| hotseatBluePlayerNameEditText | EditText |
| hotseatYellowPlayerNameEditText | EditText |
| hotseatOrangePlayerNameEditText | EditText |
| hotseatGameActivityButton | Button | - finishes Hot Seat Config. Activity  - starts the Hot Seat Game Activity |
| Hot Seat Game | hotseatMoveResetButton | Button | - undoes any board modifications since start of current turn |
| hotseatMoveDoneButton | Button | - updates game with player’s move  - rotates the board  - changes the current player label at the top of the screen |