

## Timeline: Developer Manual

This is a developer quick-start guide for the Timeline Android application. The developing environment used by the developers of this application was Android Studio 1.1.0. Instructions are therefore based on Android Studio.

For setting up Android Studio developing environment, please follow this link:

<https://developer.android.com/sdk/index.html>

### Getting started

1. **Install a Git client.** GitHub is a GUI based Git client and easy to use. It has support for Windows and OS X. You can download it at:
  - a. <https://windows.github.com/> (Windows 7, 8 & 8.1)
  - b. <https://mac.github.com/> (OS X 10.9 or later)
2. **Clone repository to desktop.** Project can be found as a Git repository at: <https://github.com/davidhallen/Victorious-Secret>. Press 'Clone to desktop' on the right hand side of the page. With GitHub installed, the link should automatically open GitHub and clone the requested repository.
3. **Import a new project in Android Studio** by browsing to the Git repository that you just downloaded. Android Studio has a good integration with GitHub.
4. **Developing environment and project files are now ready for use.**

### Dependencies

- Java Development Kit (JDK) 7
- Android SDK
- Physical or virtual Android device

### Android SDK targets

- Minimum SDK: 15
- Target SDK: 22

### Building and installing

After you have imported the project into Android Studio, you can build the project by doing the following:

On the menu go to **Build** and click **Make Project**.

To build and run the .apk package file directly through a virtual device, or a connected Android device, do the following:

Go to **Run** and click **Run 'app'**, or **Debug 'app'** if you want to execute in debug mode.

You will then be prompted to choose a device to execute the app. For the best visual experience, the app should preferably be executed on a high density screen (**xxhdpi**) and a **1080x1920 pixels** device. However, there are no pre-defined requirements for supported devices in terms of screen specs.

To setup an *Android Virtual Device* (AVD), please follow this link:

<https://developer.android.com/tools/devices/index.html>

For connecting your own physical Android Device, you can follow this guide instead (Windows only):

[http://www.codeproject.com/Articles/801078/Hello-Android-The-Hello-World-Application#install\\_driver\\_sub](http://www.codeproject.com/Articles/801078/Hello-Android-The-Hello-World-Application#install_driver_sub)

The .apk file will be generated in the folder *Timeline-Beta/app/build/outputs*

## Notes

Although the game has an overall playable functionality, the project is still on its early stage development. There are no definite version control and defined release procedure yet.