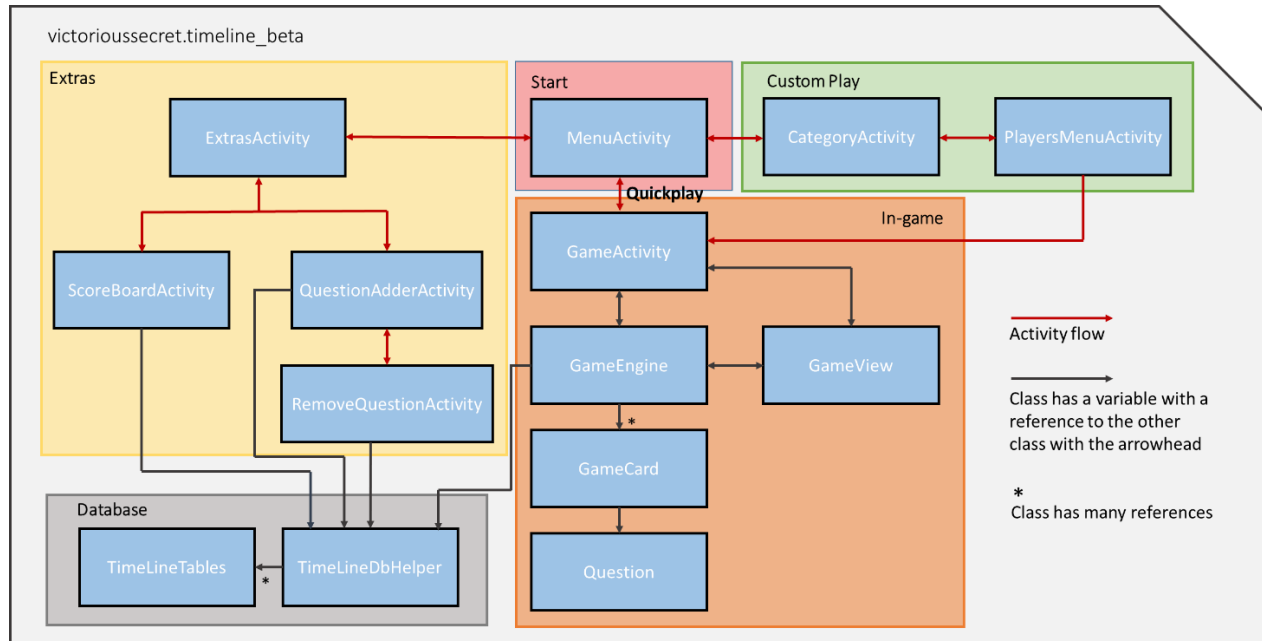


Timeline: Architecture Specification

The system consists of one package including all Android activities and custom classes, which handles all game functionality, game logic, events and database connection. The game is divided into five sections: Start, Custom Play, Extras, In-game and Database.

System design



Database

Application data, such as questions and high-scores, is stored in a local SQLite database with the following schema:

Tables

- Questions
- HighScore

Questions

- category:text
- questions:text
- year:integer
- Boolean:integer

HighScore

- intKey:integer
- playerName:text
- playersScore:integer

In-game – PlayEngine logic

