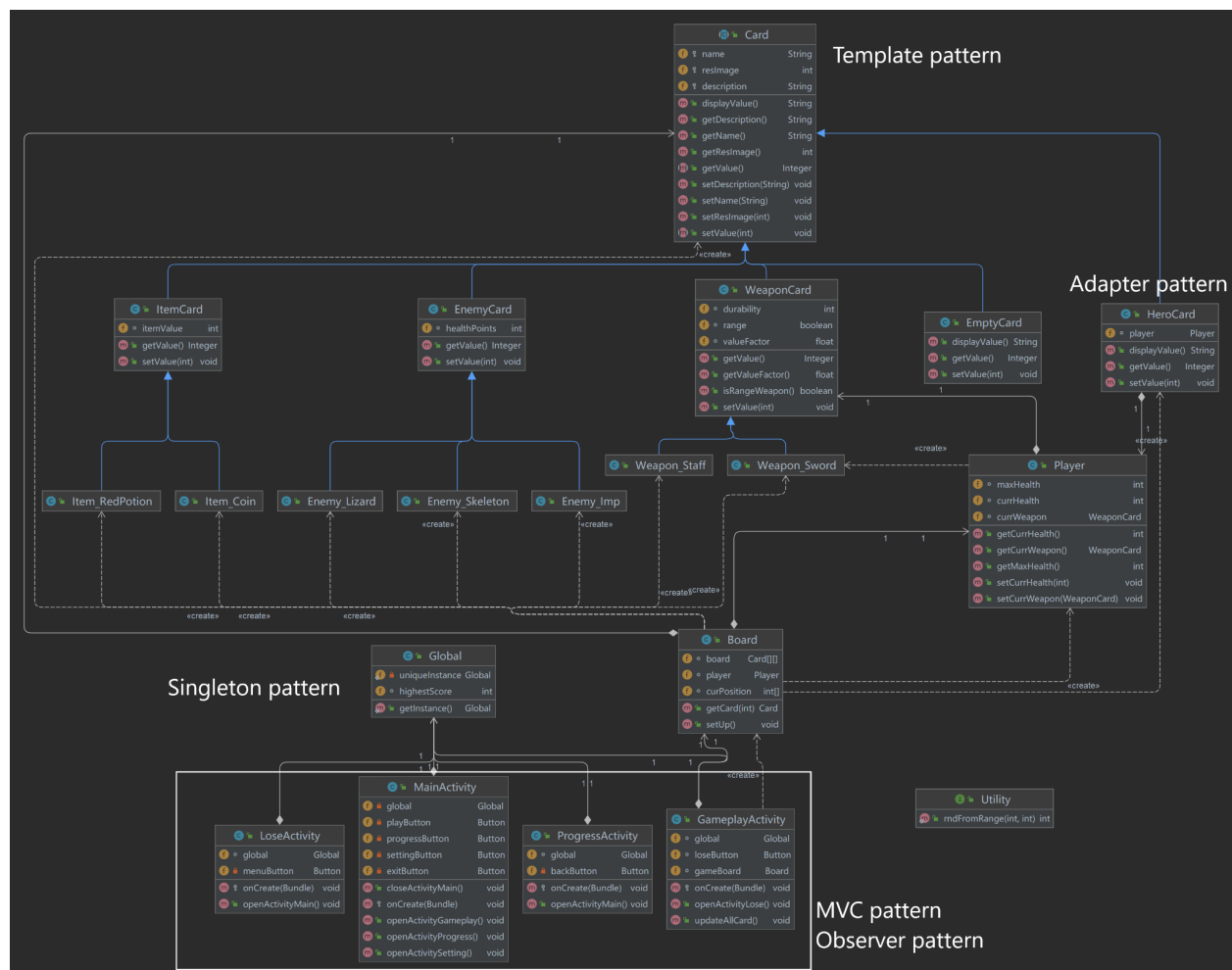# Status Summary

- **Project: Dungeon Crawler**
  - Elijah Aldinger, Daniel Helfrich, Tiancheng Shao
- **Work Done**
  - Elijah
    - Write the XML Activity files for the screens in the game (menu, gameplay, progress, lose screen) and the navigation logic/buttons to move between them on Android screen
    - Setup Java classes and structure for the Card system classes and Player class
    - Create ButtonCardController Java class to correlate the 9 physical buttons/Views taking input to an instance of a Card class that can interact with the input
  - Tiancheng
    - Re-design the UI layout for gameplay screen
    - Complete Card abstract superclass, create its concrete subclasses, and assign corresponding data to them
    - Create Board class to handle actual gameplay and interactions during the game
    - Implement several design patterns during the process above
  - Daniel
    - Settings menu
    - Worked to get android studio and IntelliJ working
    - Draw home page
- **Changes/Issues Encountered**
  - Android development
    - None of us had done it before so it was a learning curve to get a build working for all of us and up on VCS
    - Once we did it was just Java though which we are familiar with
- **Patterns**
  - Singleton
    - Implemented as a sort of "global class"
  - Model/View/Controller
    - Implemented with Android Activity class defining the UI layout during the game, our actual logic/Controller in the Java classes being informed of actions by user input, and the Model for now is classes holding our image resources and card information.
  - Observer
    - Implemented by setting onClickListener for buttons in activity classes, the corresponding function gets called once the button is pressed

- ○ Template
    - ■ Implemented with abstract superclass Card as a Template for all the subclasses. The superclass has concrete methods, abstract methods, and hook methods
- ○ Adapter
    - ■ Implemented by adapt Player object to a Card object, encapsulate the actual detail inside

Class Diagram

Google drive:
https://drive.google.com/file/d/1GNowehannpmGutIceEtdSTuPDoccRESn/view?usp=sharing

Plan For Next Iteration

- Work on the game logic/card interactions
- Work on different card types/cards within the types
- Work on saving/loading player data to Android file
- Work on Android XML/better way to implement the graphics
- Work on progress screen and ideas for game progress

Demonstration

4:30 11/19/21 with Bruce