Assignment 1 Documentation

15009851

Table of Contents

[Introduction 2](#_Toc484608603)

[Specifications 3](#_Toc484608604)

[UML 4](#_Toc484608605)

[Flow charts 4](#_Toc484608606)

[Screenshots 5](#_Toc484608607)

[Conclusion 12](#_Toc484608608)

# Introduction

I was challenged of making a game for assignment 1. Everybody had to do a unique game to everyone in the class.

I chose to do Yahtzee.

Yahtzee is a dice game that’s very simple to learn and play. The rules are straightforward, and this game is based mostly on luck. The skill involved has to do with deciding how to score your rolls.

As such Yahtzee is popular with people of all ages, including children, and is played all over the world. Most people play for fun, but it can be played for stakes and some people do gamble on it when playing.

On each turn a player rolls the five dice. After they have rolled, they can choose what they want to use to score for.

Once a player selects what he/she wants to use the dice throw for points the device must be passed over to the next user.

Only one move must be made at a time players move.

# Specifications

“This question requires you to create your own game. You may conceptualise, design and code your own game based on your own idea. This would be the ideal situation and remember that your concept game should be non-racist, non-sectarian and non-sexist. If this is proving too difficult you could use a traditional game that has been developed before. We suggest that you download and play with a few free games available for the Android platform from the Google Playstore. There are literally thousands of games available on the Internet. However, this will save you time with the idea and concept creation, but you must still design, code and test the game on your own. Plagiarising someone else’s game; designs and code from the Internet will result in a zero (0) for this question. The choice is yours as to what game you wish to build. Create the GUI XML file and the Java code in Android Studio.”

<https://portal.iie.ac.za/Student%20Manuals/OPSC7311_Open_Source_Coding_Introduction/2017/POE.pdf>

Taken from the question paper.

The specifications were to make a game using android studio using java and xml.

My android game requires marshmallow version of android.

Minimum specs

ram: 200mb

cores: 1 core

storage: 10mb

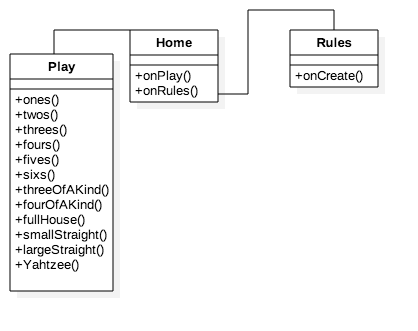
5’ display

android studio 2.2.3

android os: marshmallow

age: 9+

# UML



# Flow charts

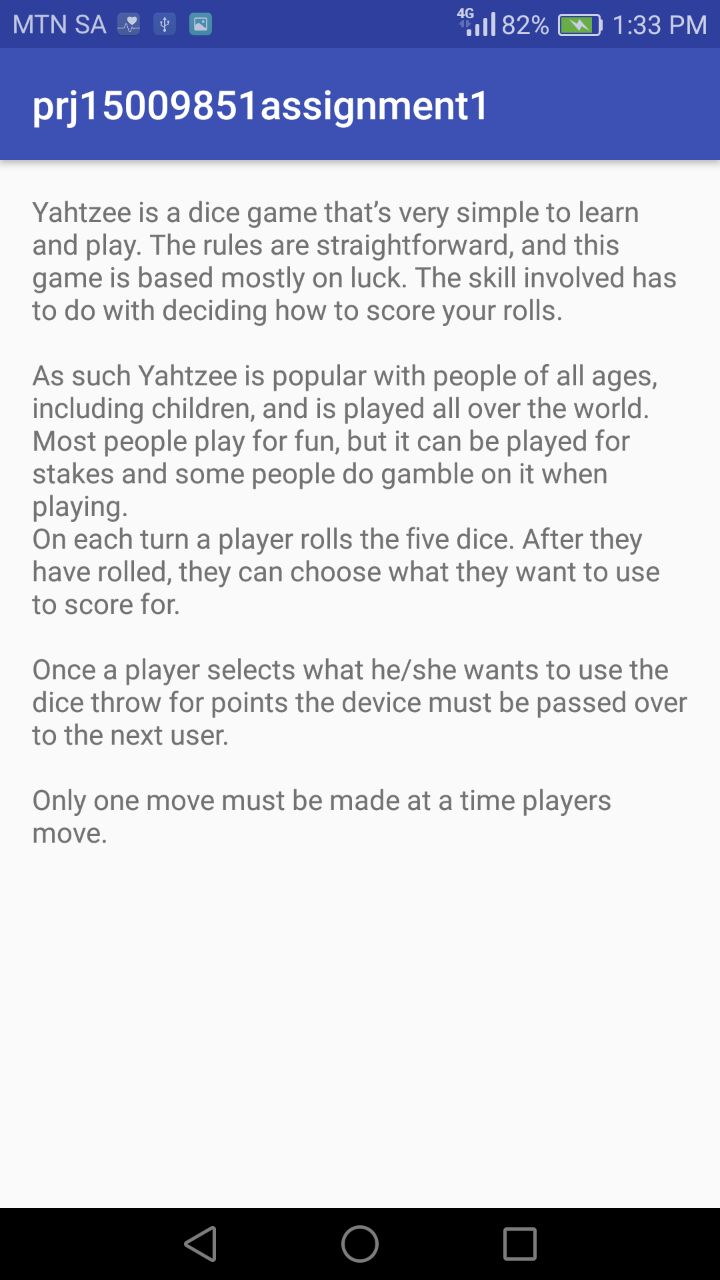
Are in its own folder

They are clear, just have to zoom in.

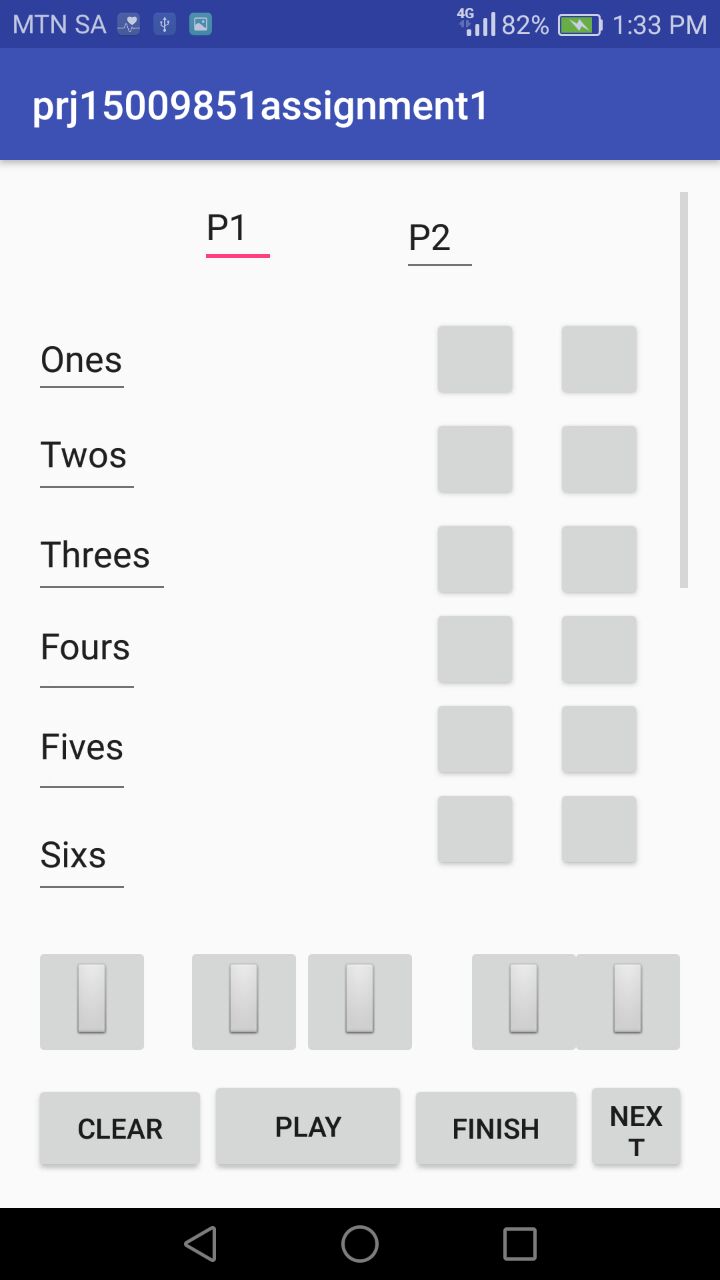
# Screenshots



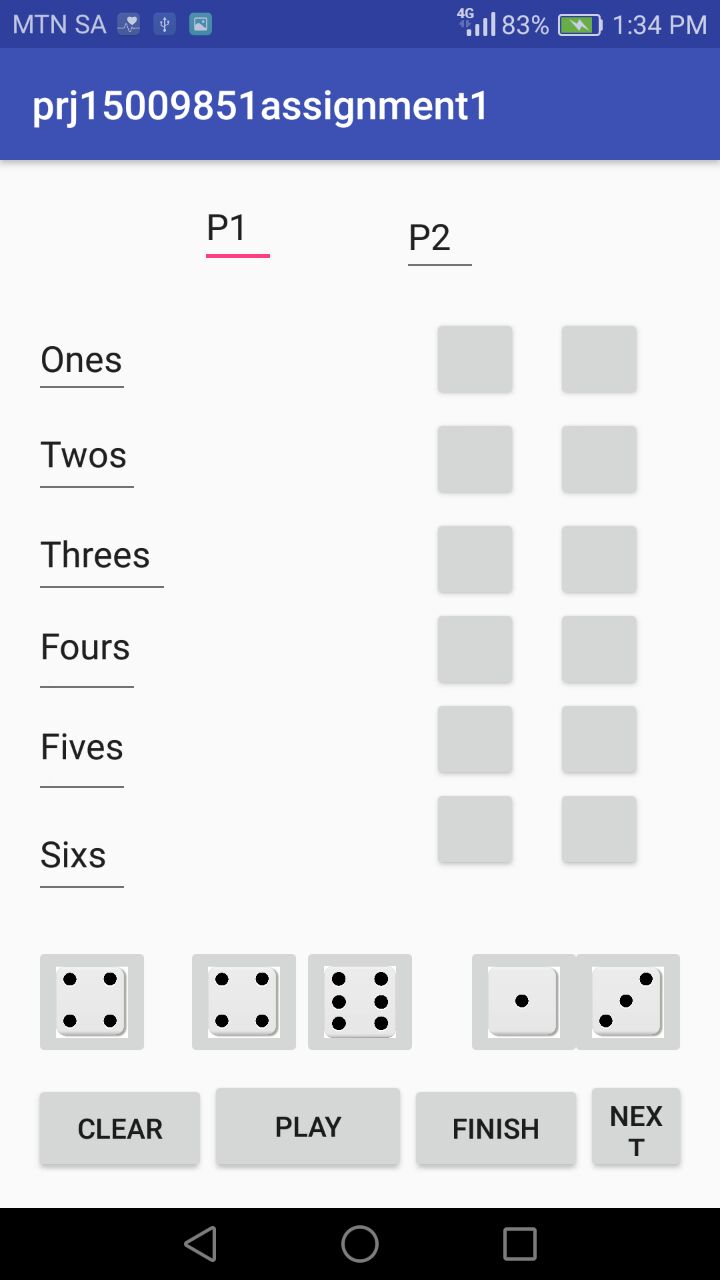
The first screen



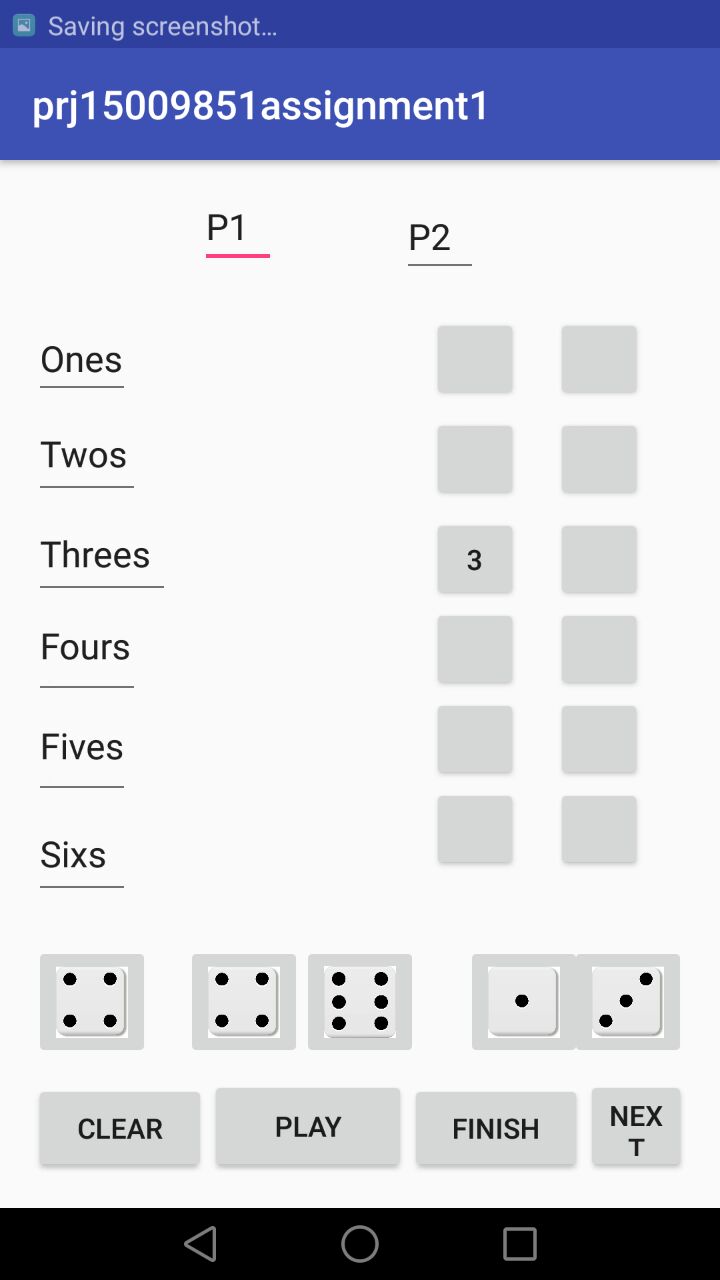
The rules activity



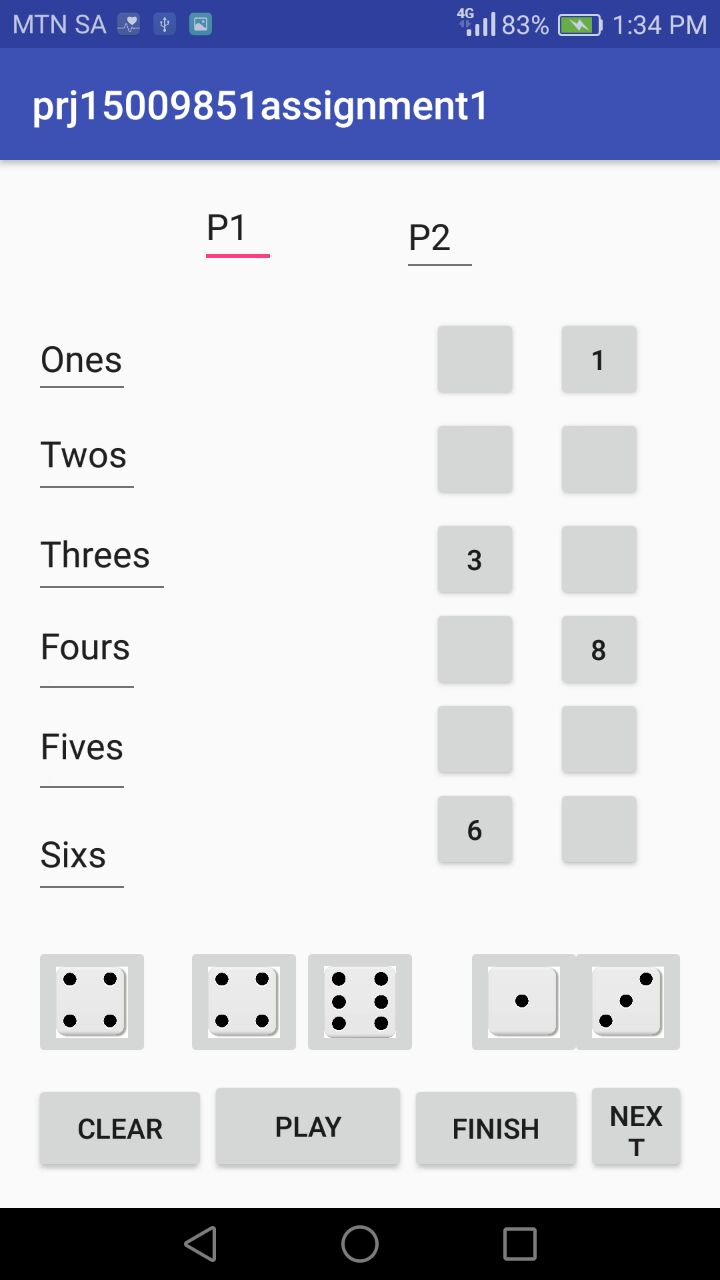
The game activity



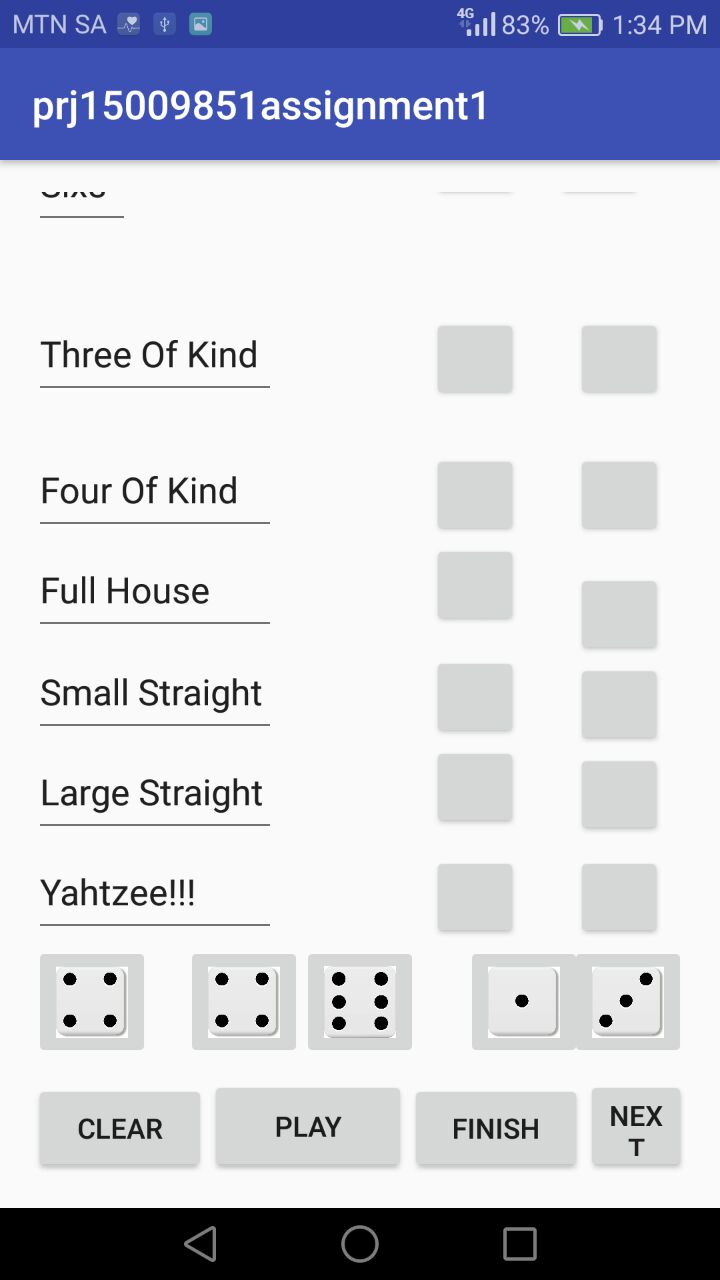
I rolled the dice



Testing the data



Testing The data and the functions are working.



The other scoring.

# Conclusion

The game works well , just the odds are against you to score well at the bottom of the screen for the big points.