AndroidManifest.mxl

* Provides important information to configure and run the app

Java

* Contains all the source that you will be writing for your app
* Even though that the directory is called Java, you are still writing all the code in Kotlin.

Res

* This is your resource directory for images, layouts, styles, and colors.
* Each type of resource has its own subdirectory.
  + Anim is for animations
  + Drawable is for images
  + Layout is for user interface elements
  + Menu is for menu interfaces and buttons
  + Mipmap holds your launch images for your splash screens
  + Values is where you define resources for colors in colors.xml, strings in string.xml, and styles in styles.xml

AndroidManifest.xml

* Names the package manager
* Describes activity components
* Names the classes that implements components and publishes their capabilities
* Declares permissions
* Sets the minimum API
* Lists libraries

Time Fighter

Rule

* To start the game, tap the single button on the center of the screen
* You then have 60 seconds to tap the same button as many times as you can
* Each tap of the button will increase your score by 1
* When the timer runs out, your app will notify you of the score and resets the game to be played again.

To-Do

* Scoreboard
  + Show current scores
  + Increases by one
* Button
  + Button on the center of the screen(increase score by 1)
  + Pause and resume button
  + Replay button
* Timer
  + Countdown 60 seconds
  + Everything stops when the time is over(reply button pops up)

TODO LIST

UI elements

* Add a “Tap Me” button
* Add text for the game score
* Add text for the time left
* When you tap the button, the game starts and the timer counts down.
* Tapping the button again increments the score.
* When the timer reaches zero, show the score and reset the game.
* When the phone is held in landscape mode, rotate the game.
* It should look nice.
* Submit it to the google play store