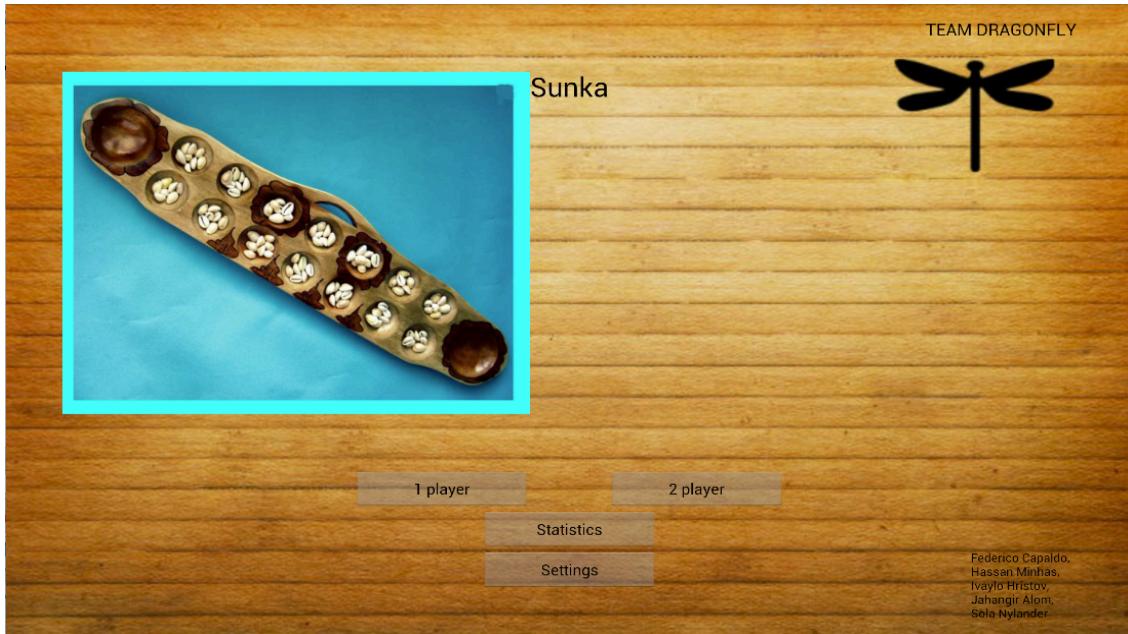


PROJECT CRAWL - *Team Dragonfly*

GENERAL APP USE

The app can be run both on a simulator and actual android device. There are two main options to play the game: 1 player or 2 players.

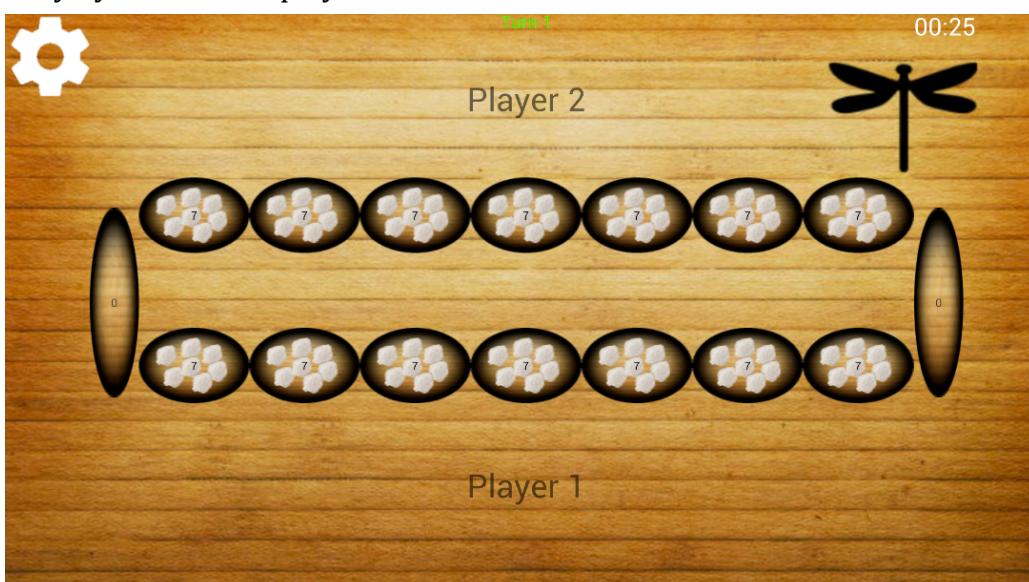


1 PLAYER GAME

1 player involves the participation of a computer player which will automated moves will try to win over the human player.

2 PLAYER GAME (LOCAL)

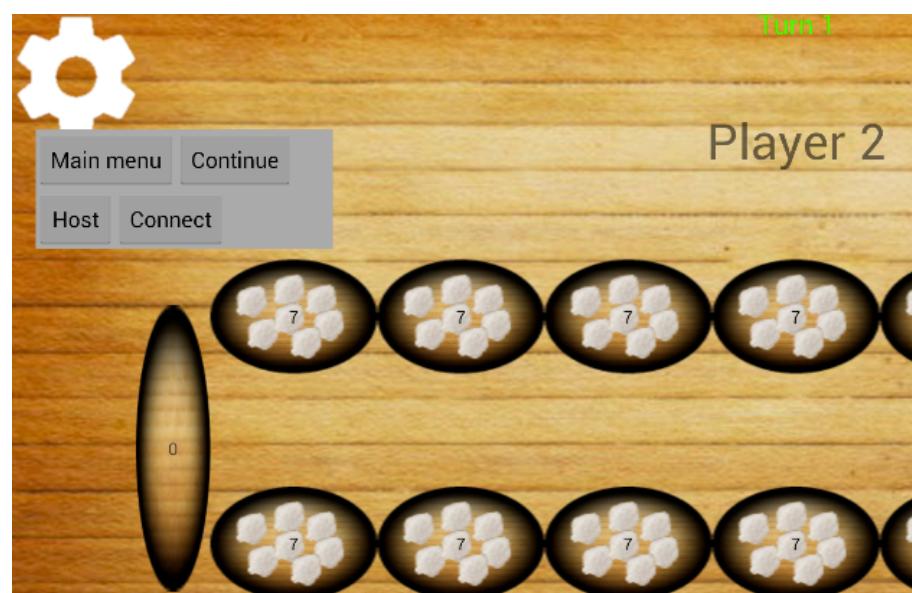
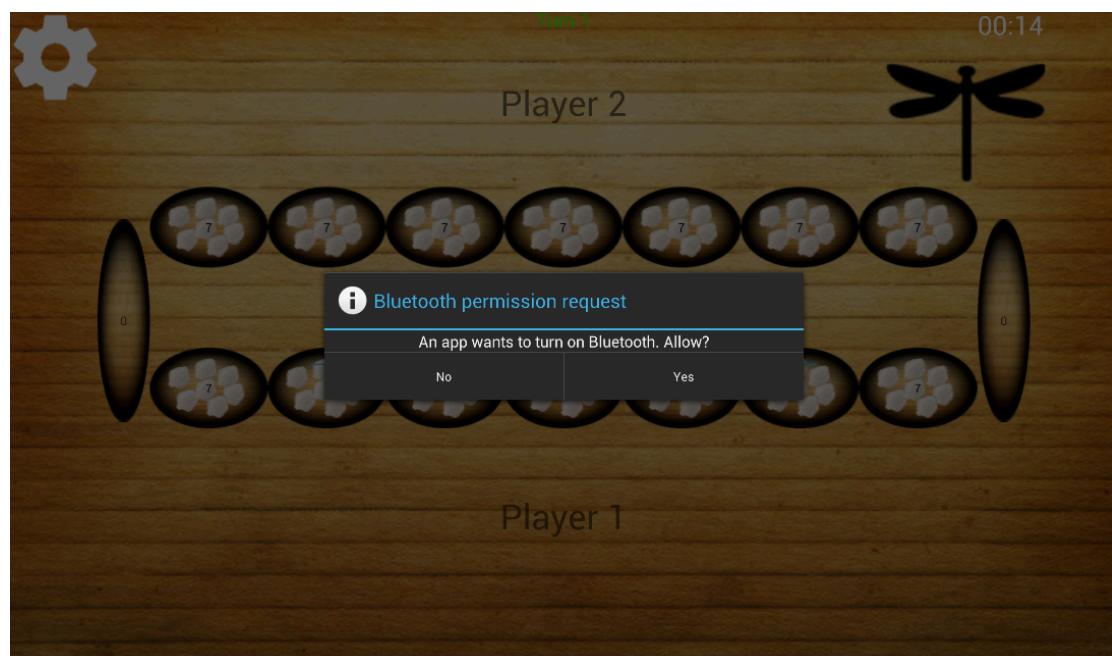
Two-player game can be played locally on the same device or with 2 devices. Please note that when starting the two-player game, the user will be prompted to turn on the device. If the choice is "No" this will imply that the game is played locally by two human players.



2 PLAYER GAME (2 DEVICES VIA BLUETOOTH)

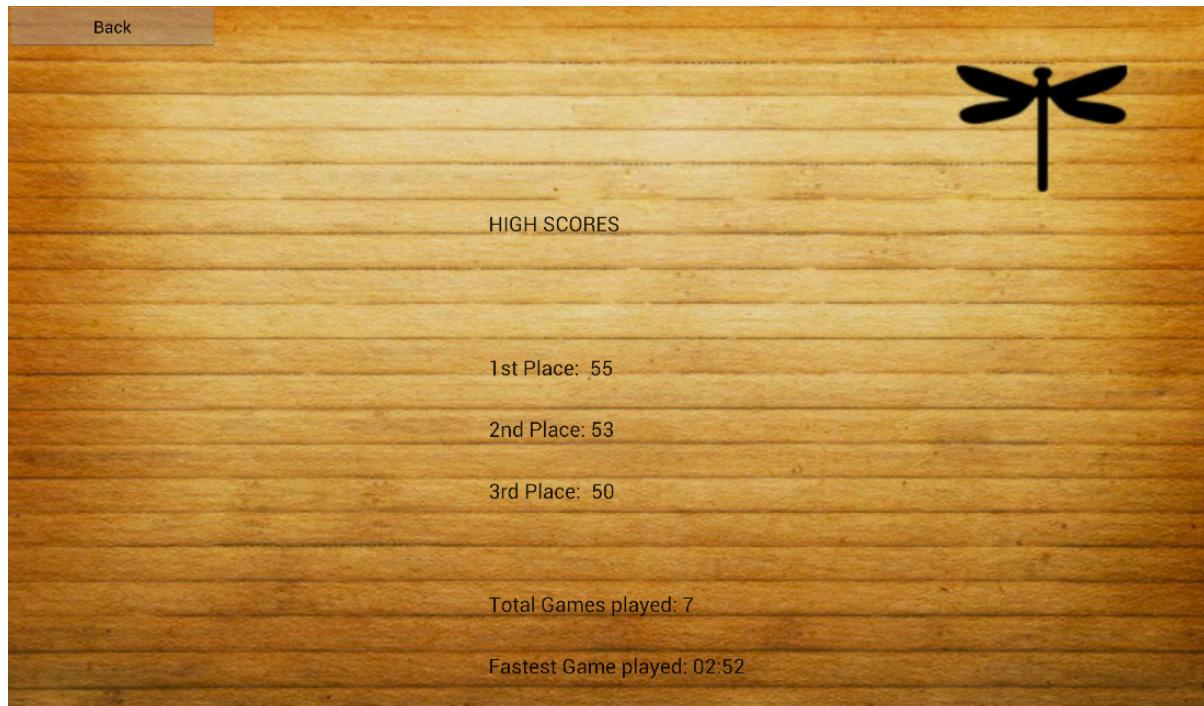
If at the beginning of the two-player game, the user will press “Yes”, the application will try to activate the Bluetooth to play with two devices. On both devices the user should press “Yes” when the app tries to enable the Bluetooth connectivity.

Then one player should first choose “Host” from the menu on the top left (The gearwheel image), the second one should then press “Connect” from the same menu and find the device that he wants to connect to.



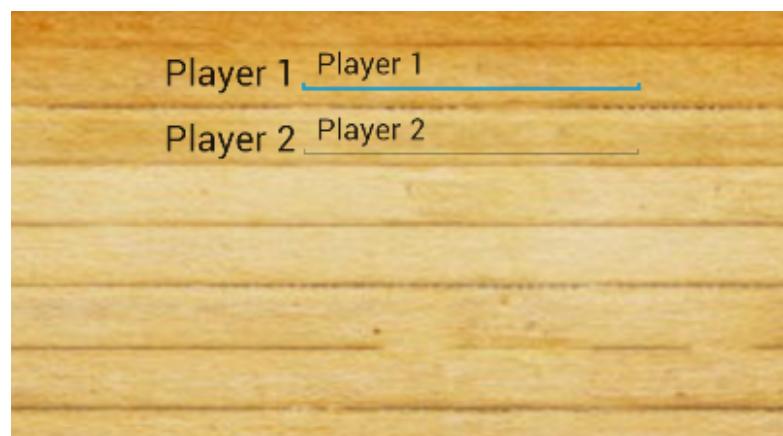
HIGH SCORES

The app contains the option to see what are the highest scores of the game player. This section can be accessed from the main menu pressing the button "high scores"



SETTINGS

The user can customize the name of the players that are going to play the game from the settings.



KNOWN BUGS:

1. The cup animation does not work during the first turn.
2. The number of marbles in the cups are updated immediately and not simultaneously with the animations