

Group Number 5 Beta Document

Instructions and Notes for Running

- We have four example accounts that are fully set up to use the app
 - a. Username: Player 1, password: pass1
 - b. Username: Player 2, password: pass2
 - c. Username: Player 3, password: pass3
 - d. Username: Player 4, password: pass4
- If running multiple instances of the app, make sure to log in with different users
- To test the non-battle screens of our app, you don't need to run the server. Just click the sign in button and log in as one of the two accounts listed above.
- To run the server, just open the project on xcode and press run.
- To test the battle screens, first run the server and then log in on our app. Swipe left from the home screen twice. You can click either "join team" or "create team".
 - a. The first time you run the simulator a pop up asking for read and write data for the health app will appear, allow both read and write permissions
 - b. To view step count on the stats menu, add steps to the health app on the simulator¹
- Each battle consists of two teams. The easiest way to test is to have two simulators and click "create team" for both. This will give you a battle with one player in each team. For more players on a team, pull up additional simulators, click "join team", and type in the code shown on the screen of one of the "create team" simulators

Contributions:

Jalyn Derry (25%)

- I was able to display the appropriate actions available for each class that is playing
 - Within this action list, I was able to filter the actions based on the amount of spell points or stamina that they character has so that they won't be able to perform actions they don't have enough energy for
- I restructured the flow of battle based on the action the user is taking. So actions that don't require enemies won't have the pop-up and actions that don't require rolls do not show a roll die screen
- I got spell functionality working with all the edge cases associated with each spell (e.g. Motivational speech)
- I got Item functionality redesigned and functional so that users can view all items they have in their inventory during combat, select the item, use it on either themselves or their

¹ When in simulator to get the steps count to show up,

1. go to home on the simulator
2. go to the health app
3. go to activity
4. go to steps
5. add data for today in steps

teammate, do the appropriate functionality for the item they used, and push changes to firebase.

- Users can now equip weaponry and armor in their inventory and it'll add this change to the message log. This will not end their turn
- Background audio and sound effects working throughout the app

Kelly Sun (25%)

- Implement backend for creating and joining teams
- Update server to do team matching
- Implement app-side team matching
- Add code to update local information from firebase at the end of every player's turn
- Fix the stats array with Alekhya
- Update the information written to firebase at the end of a player's turn
- Implement win/loss
- Implemented backend for character creation
- Hardcoded num players

Nick Huang (25%)

- Created new sprite images for weapons, armor, and consumables
- Implemented dark-mode functionality
 - Most text will change color from black to white
 - Background image will be swapped with a dark version
- Implemented in-game and push notifications that inform users when a step milestone has been reached and a new item has been awarded
 - App can keep track of step milestones and update them accordingly
 - App can check step data while app is in the background for a short period of time
- Added new Player fields related to settings options to Firebase
 - Dark mode
 - Blood

Alekhya Kuchimanchi (25%)

- Created blood versions of characters for blood mode in settings
 - Same characters just have blood on them
- Created hurt versions of characters
 - Same characters with bandages that appear after you lose half of your max health
- Functionality if a player or an enemy is dead, blind, invisible, or asleep
 - pop Ups for if a player is dead or asleep and skips their turn
 - If enemy is dead then their sprite is a skeleton
 - If enemy is invisible, enemy does not show up on screen
 - If player is invisible they get a label telling them that they are
 - If player is blind then they can't pick what enemy their action is applied to
- Fixing if an action or item is applied to enemies, team members, or the player themselves
- Implemented step counting

- Help Button and long press on action to show description for it
- Worked on stats display with Kelly

Deviations:

- Stats array is still incorrect with stamina and spell points
 - Planning to fix for final submission
- No animations for enemy characters because Alekhya couldn't access the GDC computers for an entire weekend that she was planning to work
 - Planning to finish for the final submission
- The steps will display on the home screen
 - They do trigger notifications, but it took longer than expected to figure out how to do that so it is not fully functional yet.