

Lappeenranta teknillinen yliopisto
School of Business and Management

Software Development Skills

Konsta Jalkanen, x104058, 000489689

LEARNING DIARY, Mobile MODULE

Learning diary:

Day 1 (02/07/23):

Started course and read the instructions.

Watching Bill Butterfield's Android Studio for beginner's videos to remind myself how Android studio works.

Day 2 (03/07/23):

Planned to make role game support app with database, music player, character creator and battle view. I might Possibly make a magic system and view to that if I have time.

Watched Easy tuto's music player application tutorial

<https://www.youtube.com/watch?v=1D1Jo1sLBMo>

Started project and did add a lot of "empty" classes.

Now I have punch of character related classes and there are more classes than in Object Programming course final project. This is going to be huge.

Now I have class "Character" that holds stats, items and perks which are their own classes.

Stats are named and hold information for it's own level, xp, maxLvl and xpToNextLvl so each stat can be increased and trained separably.

Items are just collection of name, material, itemType and effects. These effects are added after item creation, like by enchanting or reinforcing.

Material has name, damage, defence, weight, hardness, quality and thaumaticPotential values which are just mostly float, singular string and singular int value.

ItemType also has name, damage, defence, weight, hardness values and list of effects which in this case are just default effects of the weapon, like knife is sharp so it causes might cause bleed and so on.

Effect only includes name and tier values. I might add description if I don't feel so overwhelmed by my plan. I will add action classes that have information what to do with these.

All of these are serializable to be able deep clone and be saved. I'm going to make storage for stats, materials, item types and effects to keep them universal in "game".

Making multiple storages would be essential so I wanted to make abstract class to make multiple easier. First thing I needed to learn in this project.

Day 3 (04/07/23)

Started doing the module tasklist and trying to include them in my project. I'm made the first video as calculator activity. It reminded me how android and java worked.

Day 4 (05/07/23)

Learned about opening other apps.

I started following second video and it's other open if sentence didn't work for me, so I replaced it with try catch statement I found from stackoverflow:

<https://stackoverflow.com/questions/2201917/how-can-i-open-a-url-in-androids-web-browser-from-my-application>.

Day 43 (13/07/23)

I took a break from this while completing other courses.

Continued work by watching third video and testing listview.

Day 44 (14/07/23)

Continued work and got stuck. I had to research how to make scrollable view and it was literally Scrollview. <https://stackoverflow.com/questions/3819189/how-to-make-my-layout-able-to-scroll-down>

Day 51 (21/08/23)

Back from another break. Made dataStorage and worked on listing items. Switched listView to recycleView since listView is legacy stuff and recycleView was used in java course and I know how to use it somewhat. In the end they are similar.

Day 52 (22/08/23)

Started working on categorising dataEntries. First made radioGroup to input in which category dataEntry should be included. RadioGroup. [getCheckedRadioButtonId\(\)](#) use caused some issues since I first tried with switch case. Apparently, it doesn't work and I had to switch to if-else structure.

Day 53 (23/08/23)

Finished categorising all data entries.

Day 58 (28/08/23)

As time drew closer, I thought to make damage calculator. Now calculator takes six values and gives hit value and damage value as output

Day 59 (29/08/23)

I made saving and loading for all storages. Now when making a character you may add history and species in another activity. Info is displayed in database.

I'm return this now, and here is a summary what have I done:

Damage calculator with/without random dice

Button to jump to funny youtube video.

Database where it is easy to organize and keep data about fantasy characters, species and items.

Database naming is in latin.

Making data entry usually just ask name and description but when making a character based data entry user is directed to another page where they may add additional information.