Jeremy GallagherToday at 4:46 PM

Hello

HaileyToday at 4:46 PM

Hi

JonErikToday at 4:46 PM

Hi

What kind of changes did you have to make?

Jeremy GallagherToday at 4:47 PM

added a button to the main screen that creates a new game

JonErikToday at 4:47 PM

I ask as I've just delved into the tool today and saw that I can't build styles using CSS but need to use the Android syntax

Jeremy GallagherToday at 4:47 PM

from there it generates a grid and fills in the button text with the random generated letters

JonErikToday at 4:47 PM

Oh, that's cool

Jeremy GallagherToday at 4:48 PM

its booting up now, and I will send screenshots

JonErikToday at 4:48 PM

Yeah even better

[4:48 PM]

Yes do that!

HaileyToday at 4:49 PM

awesome, I want to test it, getting an error about amdvlk64.dll not found

[4:49 PM]

I will have to search to see what that is so I can get the emulator working

JonErikToday at 4:49 PM

64-bit for AMD?

HaileyToday at 4:49 PM

yes

JonErikToday at 4:50 PM

Is your machine 64 bit?

HaileyToday at 4:51 PM

yes

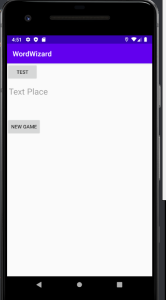
JonErikToday at 4:51 PM

It will work then, when you find the proper driver for the emulator.

HaileyToday at 4:52 PM

I have a video driver update available, I will try that, if not I will search for one, always worried about downloading from sketchy websites

Jeremy GallagherToday at 4:53 PM

[](https://cdn.discordapp.com/attachments/710316982305816650/718613410132000768/unknown.png)

[](https://cdn.discordapp.com/attachments/710316982305816650/718613491514212443/unknown.png)

HaileyToday at 4:53 PM

nice

JonErikToday at 4:53 PM

Nice Jeremy!

[4:54 PM]

I've got to get some graphics done, yikes!

[4:54 PM]

Jeremy, do you know if Android handles SVGs?

Jeremy GallagherToday at 4:55 PM

Android Studio includes a tool called Vector Asset Studio that helps you add material icons and import Scalable Vector Graphic (SVG) and Adobe Photoshop Document (PSD) files into your project as vector drawable resources.

[4:55 PM]

wasn't sure so googled it

[4:55 PM]

lol

[4:56 PM]

<https://stackoverflow.com/questions/30923205/easiest-way-to-use-svg-in-android>

Stack Overflow

[**Easiest way to use SVG in Android?**](https://stackoverflow.com/questions/30923205/easiest-way-to-use-svg-in-android)

I have found a myriad of libraries in order to use svg in Android and avoid the frustrating creation of different resolutions and dropping files for each resolution, this becomes very annoying when...

HaileyToday at 4:56 PM

thats how I figure stuff ouot

JonErikToday at 4:56 PM

Lol, yes, I haven't even had time to google that the past couple of days. SVG and PSD, excellent.

[4:57 PM]

Yeah, I end up at Stack Overflow a lot myself

Jeremy GallagherToday at 4:57 PM

For the word submission and validation, not sure how we want to go about that

[4:58 PM]

do we want to add a submit button or a double click listener

JonErikToday at 4:58 PM

The validation has two parts. 1. It is a word in the dictionary and 2. It hasn't been chosen by the player yet

HaileyToday at 4:58 PM

could code like if (touch==null for 3 seconds){run the validation by the dictionary}

Jeremy GallagherToday at 4:58 PM

I have the if statement to validate if the word exists in the API

[4:58 PM]

mainly submitting the word

HaileyToday at 4:59 PM

for the submission part anyway, not sure how it will work

Jeremy GallagherToday at 4:59 PM

and we will have to keep track of used words

JonErikToday at 4:59 PM

No. Just code to double-tap any of the selected leters to submit it as a word

Jeremy GallagherToday at 5:00 PM

That was the route I was leaning towards

HaileyToday at 5:00 PM

then how do you unselect if you make a mistake?

JonErikToday at 5:00 PM

Yes. Have to keep track of used words. However, that part can be in a web presentation instead of in the APP - so you don't build up a big database of user data and grids in the APP itself

[5:01 PM]

You don't unselect, you tap and it clears because it is not a word

[5:02 PM]

Oh. There is a third validation 3. Must be at least three characters selected

HaileyToday at 5:02 PM

makes sense

JonErikToday at 5:03 PM

Yeah, you don't get dinged for wrong words so faster anyway to just clear and move on

Jeremy GallagherToday at 5:03 PM

excited to get this thing running lol

JonErikToday at 5:03 PM

Remember the game is timed too

Jeremy GallagherToday at 5:03 PM

yeah

JonErikToday at 5:03 PM

Yeah me too Jeremy, its going to be fun.

[5:04 PM]

We are going to have to add a web side of the APP for sprint 2 - but that's later conversation

HaileyToday at 5:04 PM

we are going to need a database to keep scores and stats at some point as well

[5:04 PM]

anything else for tonight?

JonErikToday at 5:05 PM

Right, and that is part of the web half.

[5:05 PM]

I've nothing else tonight. Anyone else?

HaileyToday at 5:05 PM

nothing for me

Jeremy GallagherToday at 5:06 PM

Nothing here atm

JonErikToday at 5:06 PM

Okay we're golden. See you Monday at 4:45pm PST

Jeremy GallagherToday at 5:06 PM

Have a good weekend

JonErikToday at 5:06 PM

You too Jeremy and Hailey

HaileyToday at 5:07 PM

you too, if anyone runs into any issues post here and we can drop in as we are available and check it

Jeremy GallagherToday at 5:07 PM

Will do

JonErikToday at 5:07 PM

Yup, good idea. Goodnight!