Jeremy GallagherToday at 4:47 PM

Hello

HaileyToday at 4:47 PM

hello

I am working on adding your scoring now, I think I figured out how to implement it. I also put in a message for if the word is too short

Well I got it halfway there

Jeremy GallagherToday at 4:53 PM

I was contemplating it just clearing the word if the word is too short

so the user can reset if they messed up essentially

HaileyToday at 4:54 PM

that would probably good, currently just gives the too short message then goes back to waiting for more letters

Jeremy GallagherToday at 4:55 PM

added the line of code to keep the app in portrait mode

HaileyToday at 4:55 PM

nice

JonErikToday at 4:58 PM

Yikes I'm totally late! Sorry!

HaileyToday at 4:58 PM

no problem.

Jeremy GallagherToday at 4:58 PM

all good, hows it going?

HaileyToday at 4:59 PM

I am able to add the line to the word display box no problem, but can't get the correct score to show.

I will upload what I did as a branch

JonErikToday at 4:59 PM

Super busy school and work. But all good

On the too short message issue just let a double-tap clear it

Jeremy GallagherToday at 5:00 PM

trying to add it after a word has been submitted and verified correct?

HaileyToday at 5:00 PM

that is probably the issue

that did it

JonErikToday at 5:02 PM

Good fix

Is there a timer yet?

HaileyToday at 5:03 PM

not sure why but it keeps changing the misc.xml java version every time I download, even if I change it in Android Studio

not yet

Jeremy GallagherToday at 5:04 PM

been looking into it, but nothing yet

HaileyToday at 5:04 PM

I just uploaded

JonErikToday at 5:04 PM

So it changes to a previous version?

HaileyToday at 5:05 PM

yeah sometimes it changes the language level sometimes the project jdk name

JonErikToday at 5:05 PM

Let me know when we have a method for the timer so I can synch an animation to it

That's on download from GiT Hailey?

HaileyToday at 5:06 PM

yea, I download from GIT and change my version to match and then it changes

I have tried it the other way as well, might just be because we are working with different java versions, but mine should be updated

JonErikToday at 5:08 PM

That seems strange but an emulator has to function as a phone would and it wouldn't update the resident version for one APP

Jeremy GallagherToday at 5:09 PM

hmm

JonErikToday at 5:09 PM

If I'm getting the problem correctly. Could be thinking about it backwards

HaileyToday at 5:10 PM

may need to make the word window a little wider for messages, unless we want them to display elsewhere

JonErikToday at 5:10 PM

What messages?

Jeremy GallagherToday at 5:10 PM

word window should just be for words

HaileyToday at 5:10 PM

like how many points a word is worth or if a word is too short

Jeremy GallagherToday at 5:10 PM

i just had messages there because we couldnt see the score change

JonErikToday at 5:11 PM

We don't need to display error messages, we just need the validations. So yes, the word window should be just for words.

We should have a Game Over message but that will be asplash above the playing grid

Jeremy GallagherToday at 5:12 PM

Yeah

JonErikToday at 5:12 PM

Lol. Yeah, good temporary fix in development

Jeremy GallagherToday at 5:13 PM

what exactly are we wanting with the puzzle grid counter function?

to increase grid size?

JonErikToday at 5:13 PM

So how much a word is worth just goes into the score counter, doesn't give exact feedback while the game is running.

Grid counter function is for storing grids that are played, like with a number i.e., Grid: 34578 This way there is a way to keep track of the number of times a grid has been played

Jeremy GallagherToday at 5:15 PM

The way the code is setup at the moment, cells are numbered and the code allows for expansion/reduction of the grid

JonErikToday at 5:15 PM

And also the player/score data

Jeremy GallagherToday at 5:16 PM

gotcha

JonErikToday at 5:16 PM

Oh, right. We can make the decision to create levels 1,2,3 each progressively harder.

A smaller grid with fewer tiles would be more difficult of a puzzle

We held that decision off till later though

Okay so anything else?

HaileyToday at 5:18 PM

I think that is all

JonErikToday at 5:19 PM

Great, sorry I was late. See ya'all tomorrow

Jeremy GallagherToday at 5:19 PM

Good here, I will try and get the timer running tonight

So we can get the animations

JonErikToday at 5:19 PM

Okay cool!