Game Master Proposal Stage 1

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Game Master

Description

Issues:
Bob: *"I really want an app that allows me to connect with friends and play roleplaying games!"*

Siani: *“I would like some sort of app to help me make a choice, like maybe a coin tossing app of sorts. Is that possible?”*

What it does:

- Users create online game rooms, where players can interact and roll dice!
- Roleplay on the go by responding to a GMs(Game Masters) scenario.
- Separate drop down for quick decision maker.
- Create role-playing games using a forum style approach.
- Run your own game complete with password(optional) and style of play.

Intended User

Role-playing Groups on the Go.

Features

- Users create online game rooms, where players can interact and roll dice!
- Roleplay on the go by responding to a GMs(Game Masters) scenario.
- Separate drop down for quick decision maker.
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User Interface Mocks

(See Game Master Mockups.pdf)

Key Considerations

How will your app handle data persistence?

See (Game Master Technical.pdf)

Describe any corner cases in the UX.

Functionality is within standard Android Development Guidelines.

Describe any libraries you'll be using and share your reasoning for including them.

See(Game Master Technical.pdf)

Describe how you will implement Google Play Services.

See(Game Master Technical.pdf)

Next Steps: Required Tasks

Task 1: Project Setup

- Create Backend (Local) for testing Google Cloud Endpoints.
- Create SQL and Content Provider used for accessing Google Cloud Endpoints.
- Create Verification code for no SQL injection via text entry.
- Create Loader (cursor) for accessing and displaying data in RecycleView.
- Save data to Google Cloud for online access.
- Finalize by removing local Backend and using only Online access for database udpates,
- SQL is updated when connecting to Google Cloud.
- Implement Notifications of any updated Data (optional)
- Implement dice rolls and code for functionality.

Task 2: Implement UI for Each Activity and Fragment

- Main Activity
- Login UI - fragment
- Game List Screen UI - fragment
- Game Join UI - fragment
- Game Creation UI (Option from Game List Screen Paid only) - fragment
- Game Events UI (after joining) - fragment

- Game Enter Actions (From Events UI) - fragment

Task 3: Verify Functional Database

Resolve Issues with database

- Cleanup Misc problems
- Make sure communication is functional
- No Leaks (unclosed databases)

Task 4: Test on Various devices

- Verify no screen issues
- Check for constraint problems.
- Resolve any virtual button issues or backstack problems.

Task 5: Finalize project

- Add free flavor
- Integrate AdMob
- Confirm paid vs free flavor
- Sign app
- Finalize apk.