

This project work was developed independently. All design and programming was done by Julius Niittymaa.

1. Implemented features

- Create new Lutemons with custom names and colors
- Display Lutemons on the Home screen
- Moving the lutemons between home, training area and Battle arena
- Tracking of training progress and level ups
- Automatic battles with the battle logs
- Display of general statistics of the lutemons

2. General project description

This project is a creature (Lutemon) management and combat simulator built in Java using Android Studio. Users can create creatures called Lutemons, train them, and send them to battle other Lutemons. The app tracks their statistics and progress. Training grants experience, which allows Lutemons to level up and improve their attributes. A statistics view summarizes user activity and Lutemon performance.

UML class diagram on page 2

3. UML Class diagram (Excluding UI classes like Activities)

