Assignment 3 – External resources

COMP 3074 Mobie App Development (Fall 2014)

Przemyslaw Pawluk

ABSTRACT

This document contains a specification of the first take home assignment. It is an introductory task where students practice skills in using external resources in the Android application.

DUE DATE: November 22th, 2011 (midnight, 11:59 pm)

I.   Introduction

Use the project you have created for the Assignments I and II.

- **Project name:**   *MatchIt*
- **Domain name:**   *yourName.mobile.gbc.ca*
- **Title on all pages:** *MatchIt*
- **SDK version:**   *15*

Each class added to the project has to contain following header:

```
/*************************************************
* FirstName LastName
* studentId
* created: dateCreated
* lastEdit: dateLastEditted
*************************************************/
```

Failing to add this information to ALL your files, you will receive 10%penalty!

II.   Specification

In this assignment your task is to add a communication with a leader board, created for you using Google Play Services, to the application you have created in the previous assignment.
To be able to communicate with the leader board you have to add the following xml to your project. Save the following snippet as `res/values/games-ids.xml`

```xml
<?xml version="1.0" encoding="utf-8"?>
<!--
      Google Play game services IDs.
      Save this file as res/values/games-ids.xml
      in your project.
-->
<resources>
  <string name="app_id">142209503705</string>
  <string name="leaderboard_matchit">CgkI2aPj4pEEEAIQAA</string>
</resources>
```

Instructions on how to use leader board and what is required to communicate with it are provided
https://developers.google.com/games/services/common/concepts/leaderboards
and
https://developers.google.com/games/services/android/leaderboards

Please note that you are NOT required to create own board. You should communicate with the existing with provided id and key.

III.   Submission
You are asked to submit an Android project that shows your UI design

This project is expected to compile and run.

The report and the project should be compressed using **ZIP** and submitted through blackboard before the deadline.

IV. Grading

For this assignment you can get max of 15 points

1. Project that do not compile receives 0 points for implementation
2. Implementation   10 points
3. Error handling and style: 5 points

Total   15 points