

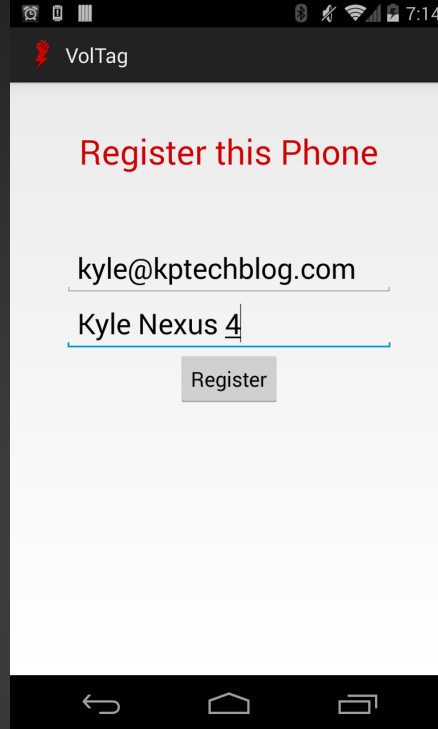
Voltag



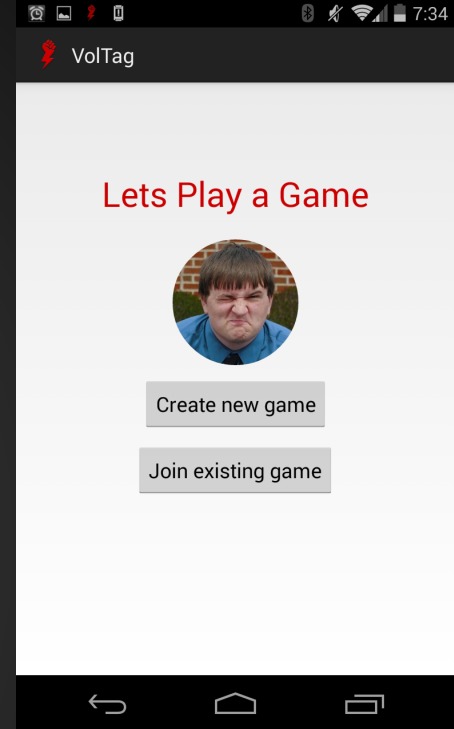
Play tag with your phone!



Beginning screen.
Press begin to start



Once a user hits register, a network call is made to parse with this information. It creates a player object in parse with the players corresponding information.



Once a user is registered, they are brought to this screen where they can either create a new game or join an existing game(that someone shared with them)

This is the initial parse data store. As you can see it is empty.

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AnalyticsData BrowserCloud CodePush NotificationsSettings

Classes

Installation 0Game 0Player 0Tag 0

New ClassImport

+ Row- Row+ ColMore

objectid	String	createdAt	Date	updatedAt	Date	ACL	ACL	game	Relation<Game>	player_it	Relation<Player>
<div><div></div><div>You don't have any data to display yet.</div><div>Add a row</div></div>											

This is the parse data store after a player has been registered (see previous slide)

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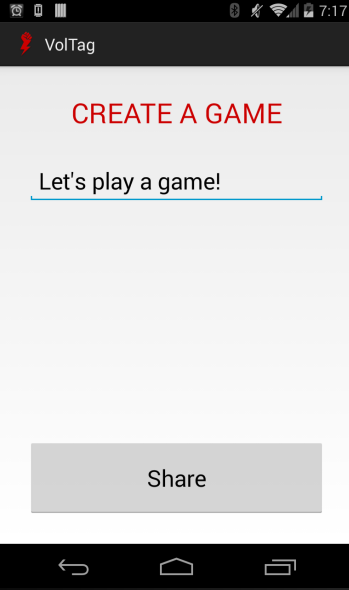
Classes

Installation 1Game 0Player 1Tag 0

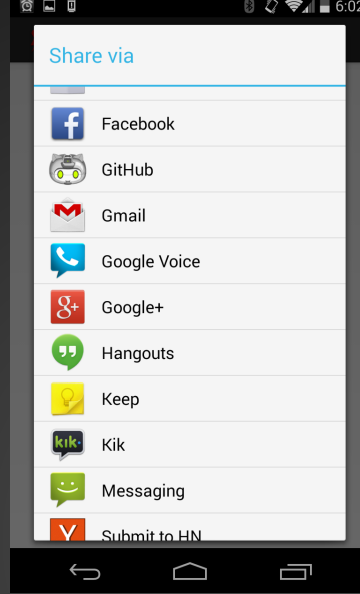
New ClassImport

+ Row- Row+ ColMore

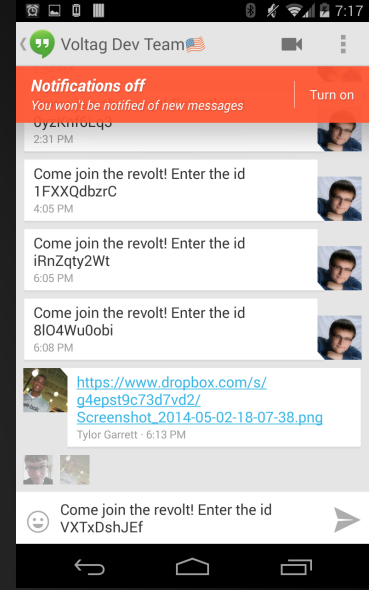
objectid	String	createdAt	Date	updatedAt	Date	ACL	ACL	hardwareID	String	name	String
	bzGJfnFqHb	May 02, 2014, 23:14		May 02, 2014, 23:14		(undefined)		d54a39a3881a1d98		Kyle Nexus 4	



When a user hits the create game button, they are brought here. When a user enters a game name and hits share. The data is sent through a network call to parse when a game object is created on parse.



Also, a share dialog box pops up so a user can share a link to his or her friends to join the game he or she through sms or social networks.



The share buttons send a text formatted like the above picture. The user can enter that id to the join game screen to join that game

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Classes

+ Row - Row + Col More

Installation	objectId	String	createdAt	Date	updatedAt	Date	ACL	ACL	name	String	players	Relation<Player>	tag
Game	VXTxDahJEf		May 02, 2014, 23:17		May 02, 2014, 23:17		(undefined)		Let's play a game!		View Relations		

Player 1

Tag 0

[New Class](#)

[Import](#)

This shows that a game has been created on Parse

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Classes

+ Row - Row + Col More

Installation	objectId	String	createdAt	Date	updatedAt	Date	ACL	ACL	name	String	email	String	hardw
Game	bzGJfnFqHb		May 02, 2014, 23:14		May 02, 2014, 23:14		(undefined)		Kyle Nexus 4		kyle@kptechblog.com		d54a39

[players](#)

Player 1

Tag 0

[New Class](#)

[Import](#)

This shows the list of players currently in the game (right now it is only the creator)

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Analytics Data Browser Cloud Code Push Notifications Settings

Classes

+ Row - Row + Col More

Installation	objectId	String	createdAt	Date	updatedAt	Date	ACL	ACL	name	String	email	String	hardw
Game	bzGJfnFqHb		May 02, 2014, 23:14		May 02, 2014, 23:14		(undefined)		Kyle Nexus 4		kyle@kptechblog.com		d54a39

[tagged](#)

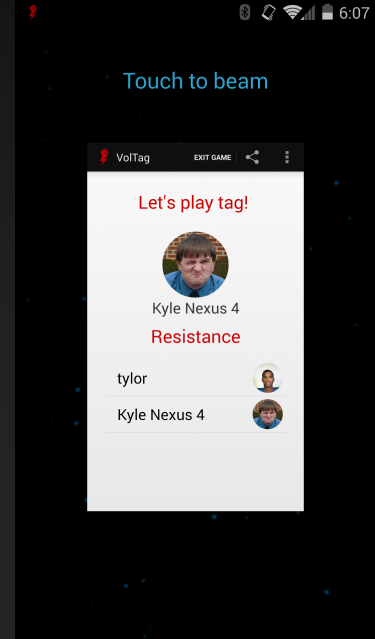
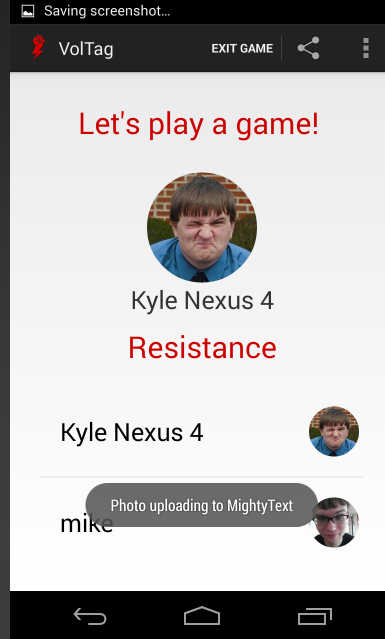
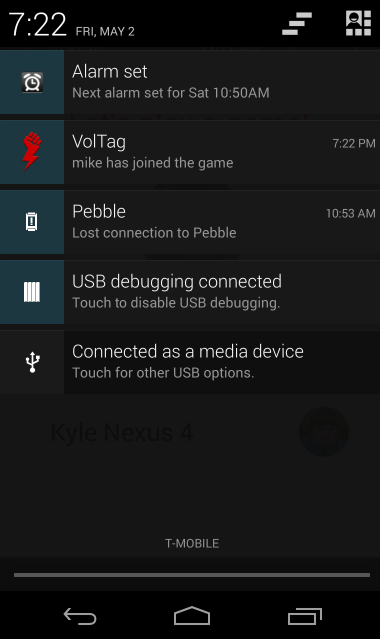
Player 1

Tag 0

[New Class](#)

[Import](#)

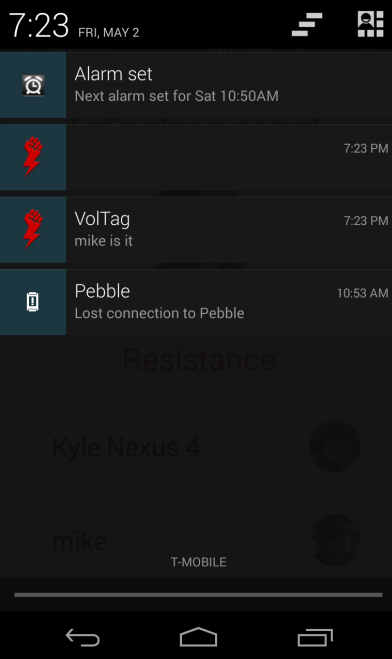
This shows the currently tagged player (whoever created the game is automatically it first)



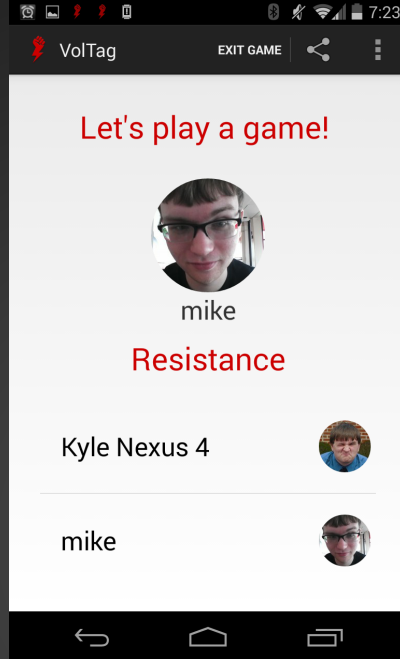
When someone joins a game, the user gets a notification

Then a game lobby is brought up. All the current players in the game are downloaded from Parse (network call) and then is stored in a local SQLite database on the phone

When a two people bring their phones together this screen appears. The person who is tagged can press the screen and a network call to parse will be made to set a new person to be tagged.



Parse then sends a notification to everyone that a new person is it.



Then the game lobby is brought up and data is downloaded from Parse. The local SQLite database is updated to reflect the change that someone new is it.

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Analytics Data Browser Cloud Code Push Notifications Settings

Classes

+ Row - Row + Col More

Installation 1
Game 1
tagged
Player 1
Tag 0

New Class Import

objectId	String	createdAt	Date	updatedAt	Date	ACL	ACL	name	String	email	String	hardware
bzGJfnFqHb		May 02, 2014, 23:14		May 02, 2014, 23:14		(undefined)		Kyle Nexus 4		kyle@kptechblog.com		d54a36

This shows that Kyle Nexus 4 was it before the tag

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Classes

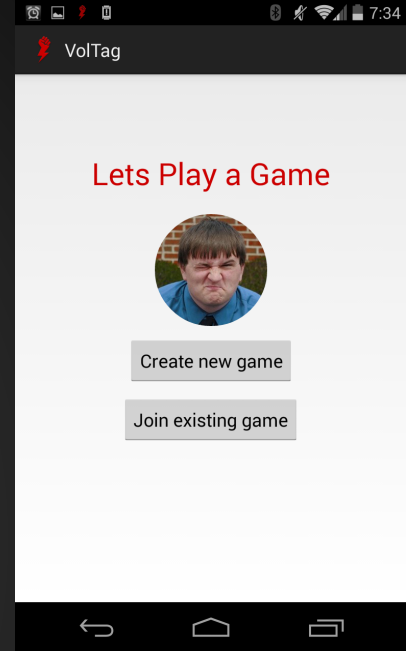
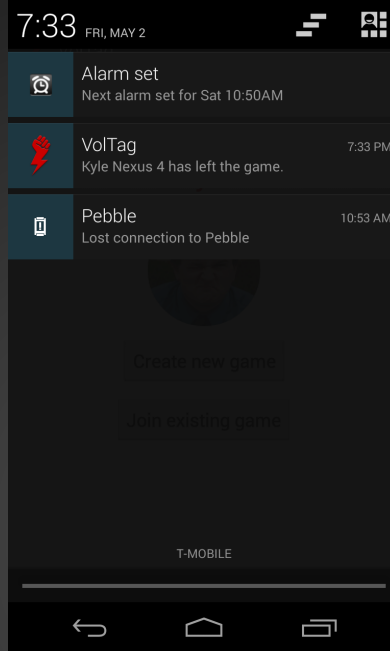
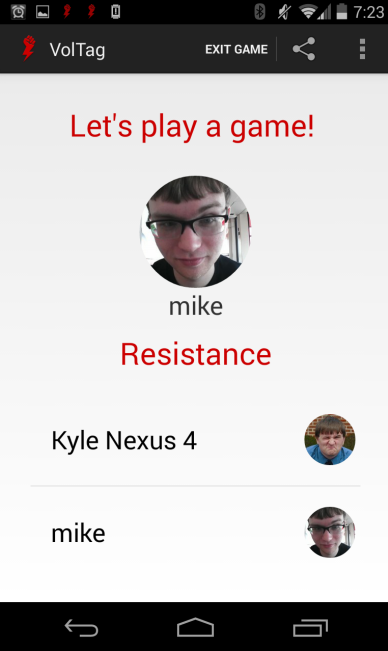
+ Row - Row + Col More

Installation 2
Game 1
tagged
Player 2
Tag 3

New Class Import

objectId	String	createdAt	Date	updatedAt	Date	ACL	ACL	name	String	email	String	hardware
t4uUcP7Hq7		May 02, 2014, 23:22		May 02, 2014, 23:22		(undefined)		mike		mike@hockerman.com		4b6803

After the tag, parse is updated showing that someone new is it.



The user can press exit game and they will be taken out of the game. A network call to Parse will be made to remove the user from the game on parse

A notification is created telling everyone in the game that the player has exited

Then the user is brought back to the screen where they can create or exit a game again. The SQLite database is also emptied.

Tylor worked on creating the android UI

Michael worked on implementing the SQLite database and setting up parse

David worked on getting the user images and fragment management

Kyle worked on NFC and the tagging game logic for the application.

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