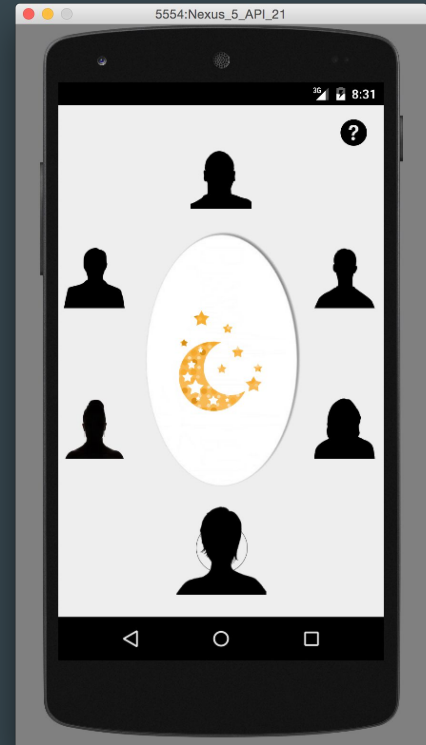
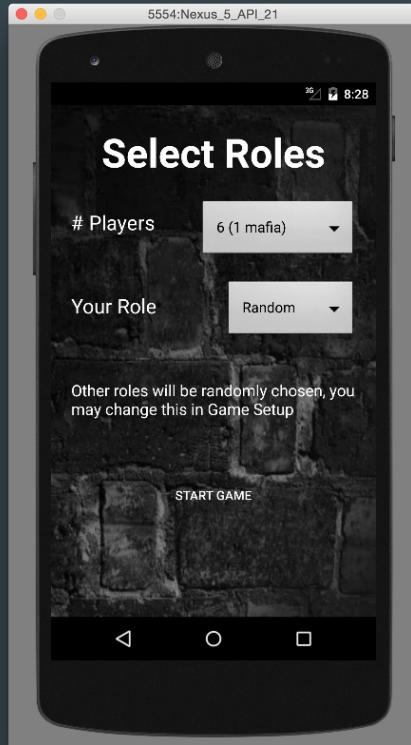
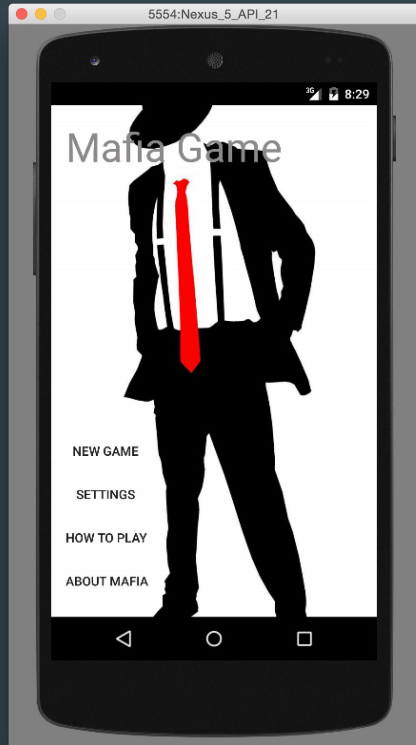


# Mafia Game Android App

...

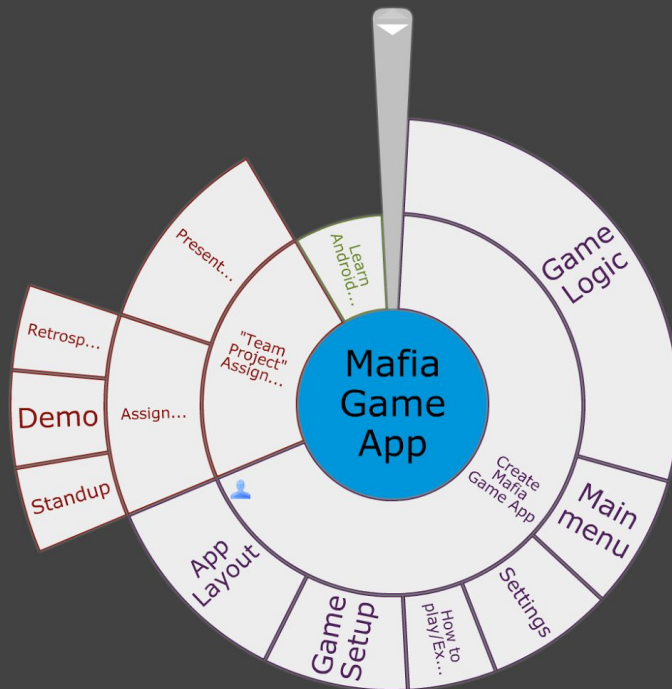
Soo Park, Camille Owens, Jake Mitchell, Alex Sheehan, Qi Pei

# Mafia Game App



# Tools Utilized

- GitHub/Git (★★★★☆) : It allows the team members to manage code amongst each other.
- Android Studio (★★★★☆☆) : It allows team members to build an android app.
- Goalscape (★★★★☆☆): It allows team members to track progress amongst the team.
- Built-In Android Studio Automated Testing (★★★★☆☆)
- Built-In Auto-Documentation maker(★★★★☆)
- Mac OSX Terminal (★★★★★)
- Android Emulator(★★★★☆☆)

**Goalscape Free****15 goals remaining**

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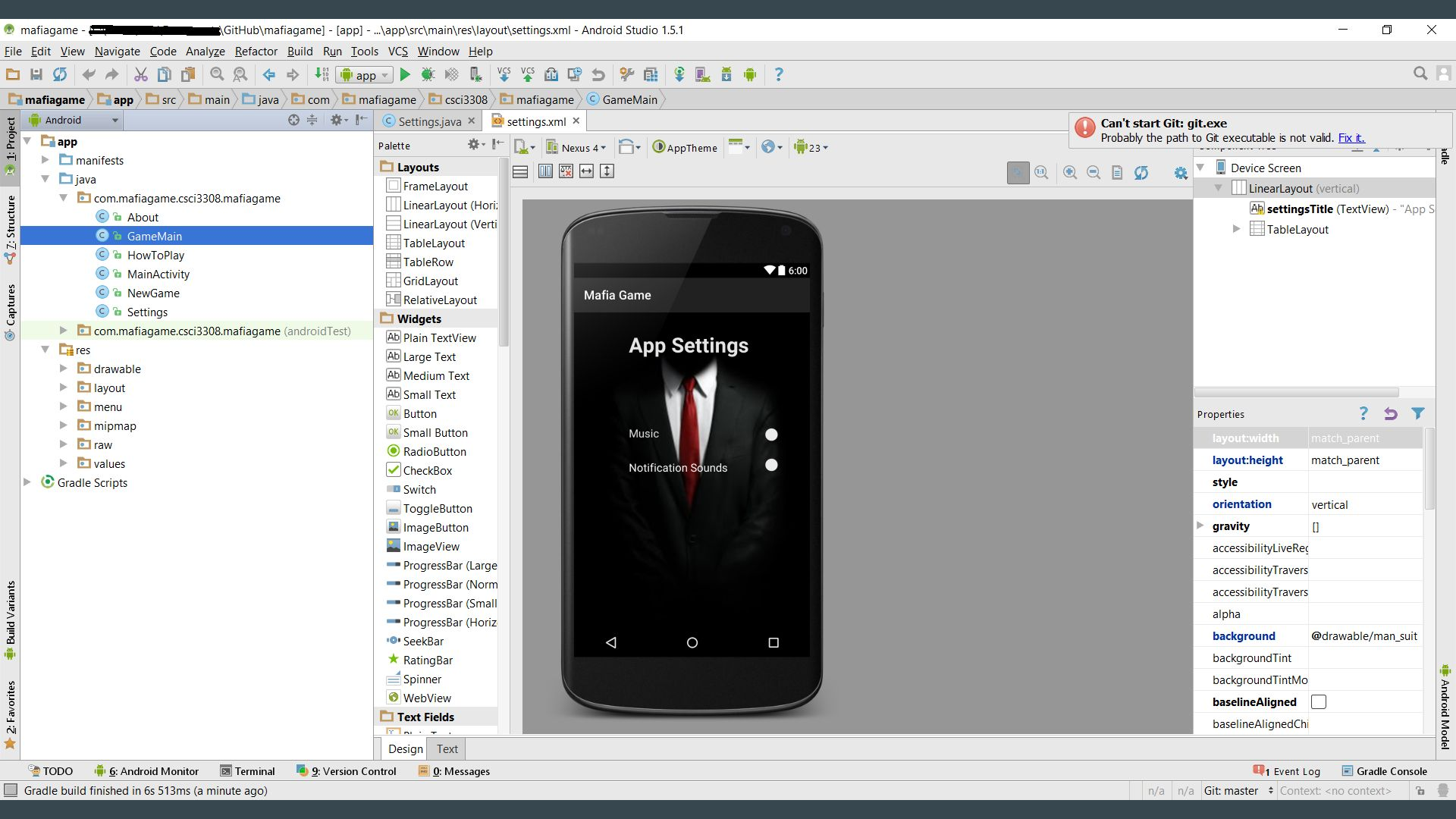
alex.sheehan@colorado.edu

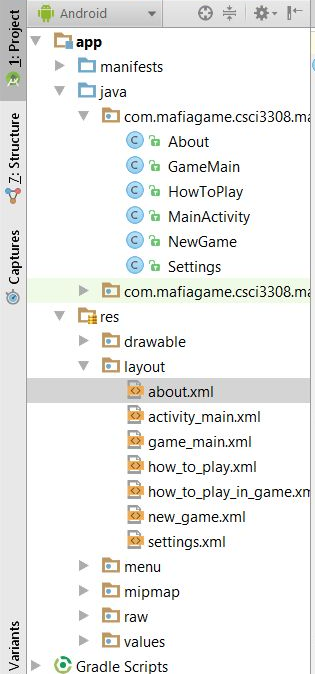
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# Challenges

- Understanding the game and formatting it into an app
- Understanding how to use Android Studio
- Git wants to update more files than needed: app/build files
- Using GitHub as a group (coding together, sorting out merge conflicts, etc)

**DEMO!**





```
<?xml version="1.0" encoding="utf-8" ?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical" android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:background="@drawable/light_bulb"

    >

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="About Mafia Game"
        android:id="@+id/aboutTitle"
        android:textSize="15pt"
        android:layout_gravity="center_horizontal"
        android:layout_marginTop="14pt"
        android:textStyle="bold"
        android:textColor="#d8d8d8"/>

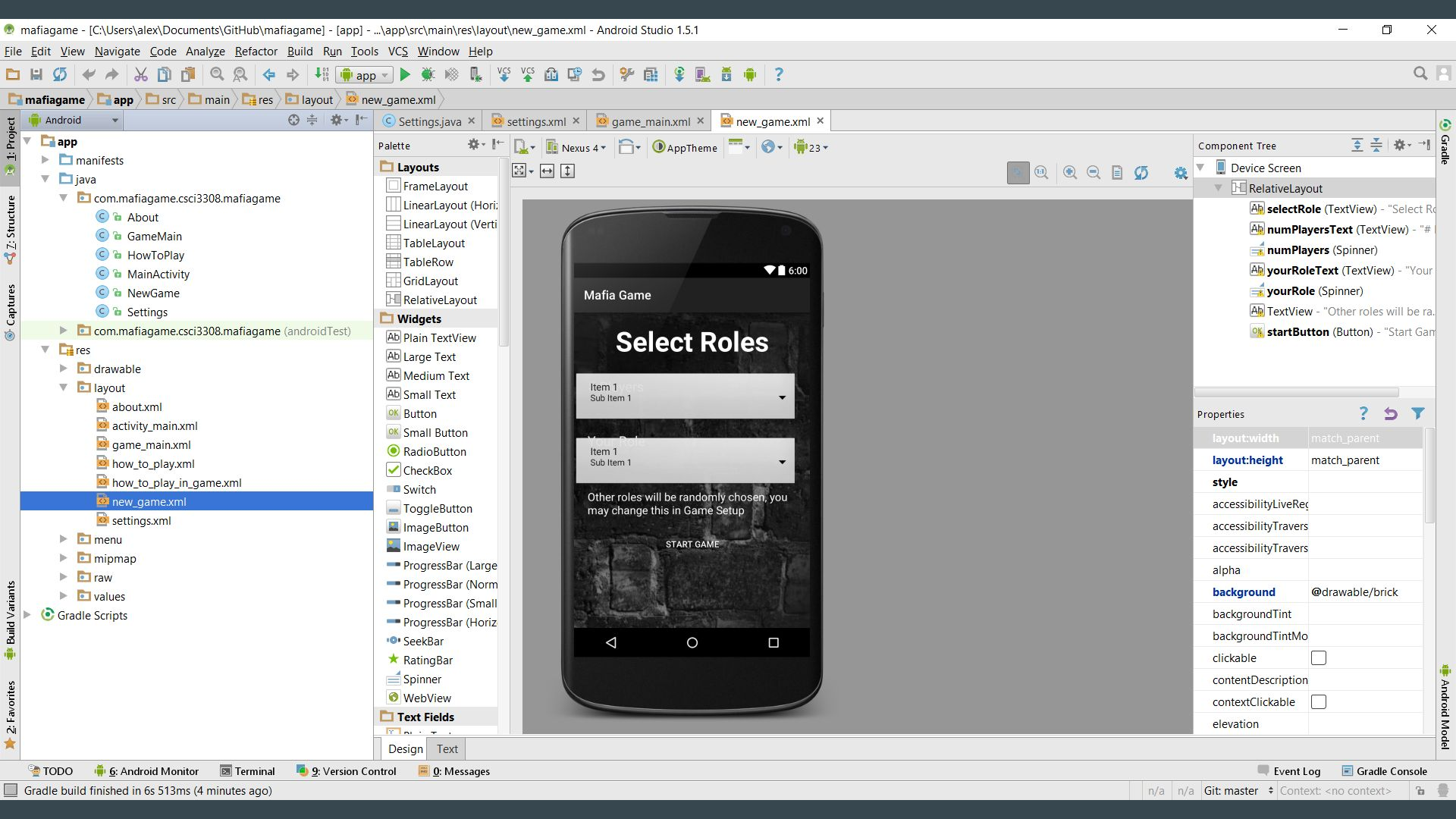
    <TextView
        android:layout_width="300dp"
        android:layout_height="250dp"
        android:text="Mafia (Russian: Мафия ['ma:fja]), also known as Werewolf, is a party game"
        android:id="@+id/aboutText"
        android:textSize="6pt"
        android:layout_gravity="center_horizontal"
        android:layout_margin="70pt"
        android:textColor="#d8d8d8d8"

    />

</LinearLayout>
```







# Opening & Auto-document

The screenshot shows the JavaDoc documentation for the `About` class. The interface includes tabs for Overview, Package, Class (selected), Use, Tree, Deprecated, Index, and Help. The class is `com.mafagame.csc3308.mafagame>About`. It is a `java.lang.Object` subclass that `extends Activity`. The documentation includes a summary of the class, its constructors, and a list of methods inherited from `java.lang.Object`.

**Class About**

java.lang.Object  
Activity  
com.mafagame.csc3308.mafagame>About

public class About  
extends Activity

This is the Activity that deal with the background information about Mafia Game

Author:  
Camille Owens, Soo Park, Jake Mitchell, Alex Sheehan, Qi Pei

**Constructor Summary**

**Constructors**

Constructor and Description  
About()

**Method Summary**

**All Methods** **Instance Methods** **Concrete Methods**

Modifier and Type	Method and Description
void	<code>onCreate(Bundle savedInstanceState)</code> This function can be called only once.

**Methods inherited from class java.lang.Object**

`clone`, `equals`, `finalize`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

**Constructor Detail**

**About**

`public About()`

```
/**
 * This is the Activity that deal with the background information about Mafia Game
 * @author Camille Owens, Soo Park, Jake Mitchell, Alex Sheehan, Qi Pei
 */

public class About extends Activity {

    Button button;

    /**
     * This function can be called only once. set the view to the About layout
     * @param savedInstanceState
     */
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.about);
    }
}
```

Comments & Format is important!!!