**Shoot the Goomba’s – Design Document**

*List of database tables and fields*

High Score table in SQLlite with two fields:

* name: TEXT contains the name of the user
* points: INT contains the number of points the user has scored

SharedPreferences in a XML file “*goombasPrefs*”

* name: String. Contains the name of the user
* music: boolean. True if the user has chosen the music to be on.

*List of classes and methods*

MainActivity: Controls the home page.

* public void startGame(View view): Called when the Start button in the view is clicked. Starts an intent to the gameActivity class with the extra value it’s a new game.
* public void highScores(View view): Called when the high Scores button in the view is clicked. Starts an intent to the scoreActivity class.

gameActivity: Controls the Goomba game.

* field variables
  + private int points
  + private final String PREFS\_NAME
  + private DBAdapter db
* constructor
  + PREFS\_NAME = "goombasPrefs"