

WALKTHROUGH - CSC207 group_0654

Important Questions to Answer

- How did you design your scoreboard? Where are the high scores stored? How do they get displayed?
 - The scoreboard was designed to store the top 5 scores for each game in descending order. If a player has not played a game, their high score is 0.
 - The scoreboard also displays the user's highest score in each game separately from the list of global high scores.
 - 0-scores are not displayed on the scoreboard.
 - Scores are stored in a file that stores an object that represents the scoreboard.
 - Each game has a fragment with its leaderboard displayed on it.

30 Minute rough outline

- Meirbek's Laptop used for setup & Introductions {3 minutes}
 - 2 sentences on what code each of us worked on in Phase 2
 - Jack
 - Jonathan Score Board,
 - Meirbek Connect Four, Fragments (swiping), user images, layouts
 - Oliver Matching Card delays, abstraction, data handling
 - Savhanna Matching Cards logic, test suites, layouts
 - Have emulator running entering the room
- < 5 Minutes: Demonstrate Game Center
 - Demonstrate Matching Cards and Connect 4 Gameplay
 - Have Leaderboard and Saves stored ready to demonstrate
- 1 Minute: Run the unit test suite to show coverage {Savhanna}
- < 10 Minutes: A code walkthrough (**Be Concise**) ****Complete*****
 - Leaderboard implementation (Jonathan, 3 minutes)
 - How the leaderboard works
 - How leaderboard is stored/accessed
 - Important classes (tentative)

- BoardManager for both games & where the game logic is
 - Oliver & Savhanna on MatchingBoardManager
 - Meirbek on ConnectFourManager
 - Saving and loading interfaces
 - Jonathan
- Design Patterns Used
 - Iterator:
 - Observable:
 - Mvc: (controller for user input, view to display, data and logic is stored in the model)
- Other code proud of (tentative)
 - Abstraction of Board, BoardManager, Token {Oliver}
 - Filling in user image of the Sliding Tiles on the blank tile {Meirbek}
 - Removal of super gross switch statement {Meirbek}
 - Making all SlidingTileBoards solvable {Meirbek}
- What is your unit test coverage and best unit test coverage? {Savhanna}
 - We have written tests for each game's classes that involve the board, the game pieces, and the board managers.
 - We have not written unit tests for any of the movement, grid, load/save, fragment or activity classes.
- 5 Minutes: TA Questions
- 2 Minutes: Packing Up
- 5 Minutes: TA Discussion