<u>WALKTHROUGH - CSC207 group_0654</u>

<u>Important Questions to Answer</u>

- 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.

<u>30 Minute rough outline</u>

- Meirbek's Laptop used for setup & Introductions {3 minutes}
  - <u>2 sentences</u> on what code each of us worked on in Phase 2
    - Jack
    - Jonathan   Score Board,
    - Meirbek   Connect Four, 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 (<u>Be Concise</u>) **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, Oliver, or someone else}
  - 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