

## WALKTHROUGH - CSC207 group\_0654

### 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, Loading Interfaces
    - Meirbek      Connect Four, Fragments (swiping), user images, layouts
    - Oliver      Matching Card delays, abstraction, data handling, login
    - Savhanna      Matching Cards logic, test suites, layouts
  - Have emulator running entering the room
- < 5 Minutes: Demonstrate Game Center (Savhanna)
  - 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**
  - Leaderboard implementation (Jonathan, 3 minutes)
    - How did you design your scoreboard? Where are the high scores stored?  
How do they get displayed? (Jonathan)
      - 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 Android Fragment with its leaderboard displayed on it, to enable scrolling
  - Important classes

- BoardManager for both games & where the game logic is
      - Oliver & Savhanna: MatchingBoardManager
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      - Meirbek on FourBoardManager
    - Saving and loading interfaces
      - Jonathan
  - Design Patterns Used {Oliver}
    - Iterator
    - Observable
    - Mvc: (controller for user input, view to display, data and logic is stored in the model)
  - Other code proud of (tentative)
    - Fragments/Swiping {Meirbek}
    - Abstraction of Board, BoardManager, Token {Oliver}
    - Filling in user image of the Sliding Tiles on the blank tile {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.
  - Conclusion: Jack
- 5 Minutes: TA Questions
  - 2 Minutes: Packing Up
  - 5 Minutes: TA Discussion