

SOS

Created By: K.O.D

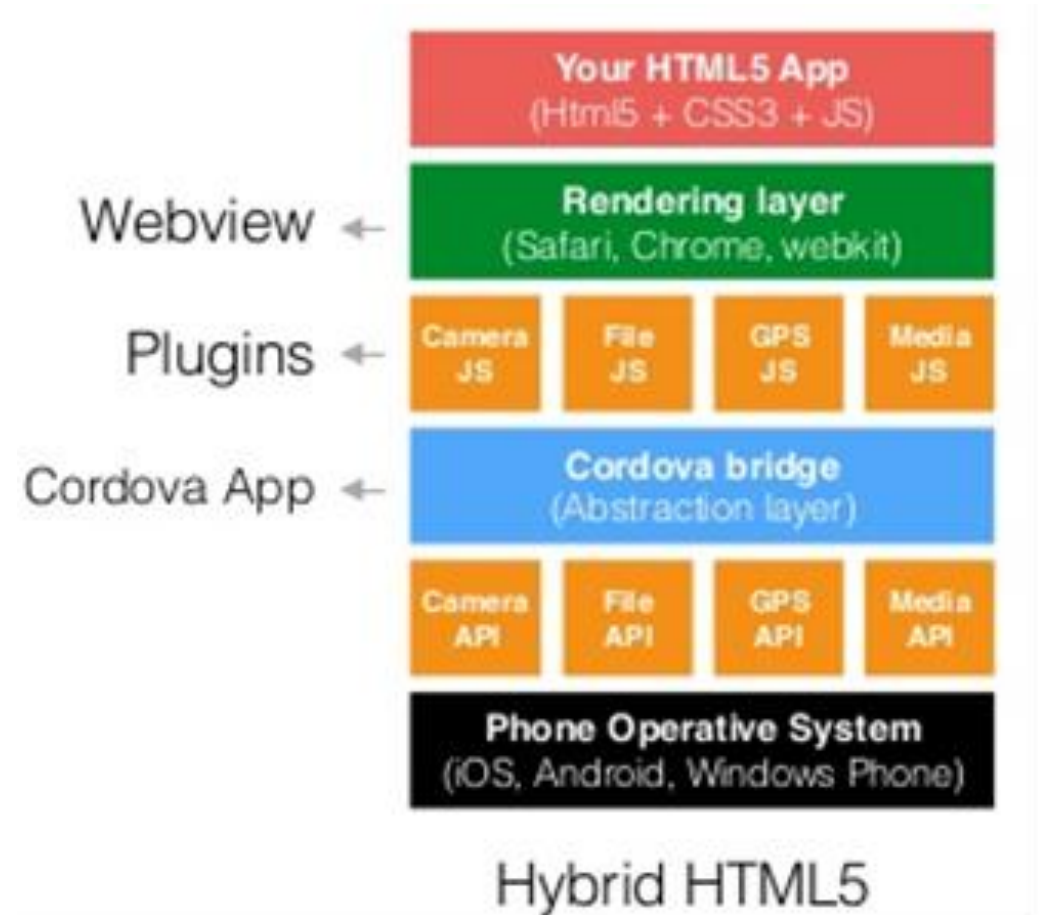
SOS Overview

SOS is a gaming application that allows persons to compete against each other to see who can get the most “SOS” before all the slots are filled up.





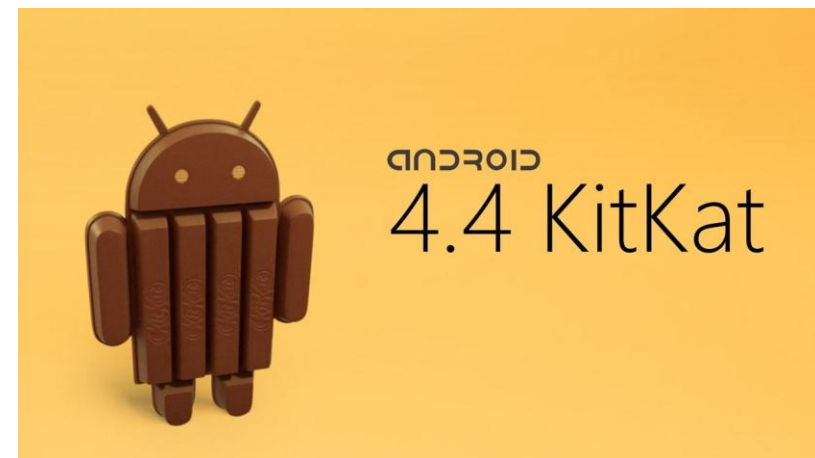
System Structure





Requirements and Configuration

- Android OS
- Minimum recommended android version: 4.4 (kitkat)



WHICH ARCHITECTURE WAS CHOSEN?

SOS



MVC MODEL

Reasons for choosing this model:

- Three distinct layers
- Faster development process
- Modification does not affect entire program

Model Layer

Database Features

- The database consists of two arrays
- Records consists of two key-value pairs (player name and score)

ADDING RESULTS TO THE DATABASE

```
//adds the game results to the database
function addDB(){

    if( document.getElementById('rname4').innerHTML != ""){
        localStorage.setItem(document.getElementById('rname1').innerHTML, document.getElementById('rscore1').innerHTML);
        localStorage.setItem(document.getElementById('rname2').innerHTML, document.getElementById('rscore2').innerHTML);
        localStorage.setItem(document.getElementById('rname3').innerHTML, document.getElementById('rscore3').innerHTML);
        localStorage.setItem(document.getElementById('rname4').innerHTML, document.getElementById('rscore4').innerHTML);
    } else if( document.getElementById('rname3').innerHTML != ""){
        localStorage.setItem(document.getElementById('rname1').innerHTML, document.getElementById('rscore1').innerHTML);
        localStorage.setItem(document.getElementById('rname2').innerHTML, document.getElementById('rscore2').innerHTML);
        localStorage.setItem(document.getElementById('rname3').innerHTML, document.getElementById('rscore3').innerHTML);
    } else if ( document.getElementById('rname2').innerHTML != ""){
        localStorage.setItem(document.getElementById('rname1').innerHTML, document.getElementById('rscore1').innerHTML);
        localStorage.setItem(document.getElementById('rname2').innerHTML, document.getElementById('rscore2').innerHTML);
    } else {

    }

}
```




View Layered

- Textbox
- Buttons
- Text view
- Image view
- Alert dialog
- Animation
- Modal dialog

PLAYER 1:

Ottor

PLAYER 2:

Nicoy

Nicoy

BUTTONS



Start Game

```
<tr style="background-ground-color:#2196F3">  
  <td style="padding:0"><button id="sos1" style="background-color:#40E0D0; width:130px; margin-left:20px; margin-bottom:0;">S</button></td>  
  <td style="padding:0"><button id="sos2" style="background-color:#48D1CC; width:130px; margin-bottom:0;">O</button></td>  
</tr>
```



New Game



End Game



S



O



S O S

MODAL DIALOG

×

NUMBER OF PLAYERS:

☐ TWO

☐ THREE

☐ FOUR

☐ ONE

```
<div id="endGame" class="modal">
  <div class="modal-content" style="background-color:#CFECEC;">
    <span class="close">&times;</span>
    <br>
    <br>
    <p>Press confirm to end game and get game results</p>
    <button style="background-color:#AFDCEC;" onclick="gameResults()">Confirm</button>
  </div>
</div>
```

Controller Layer



Functions of the Control Layer:

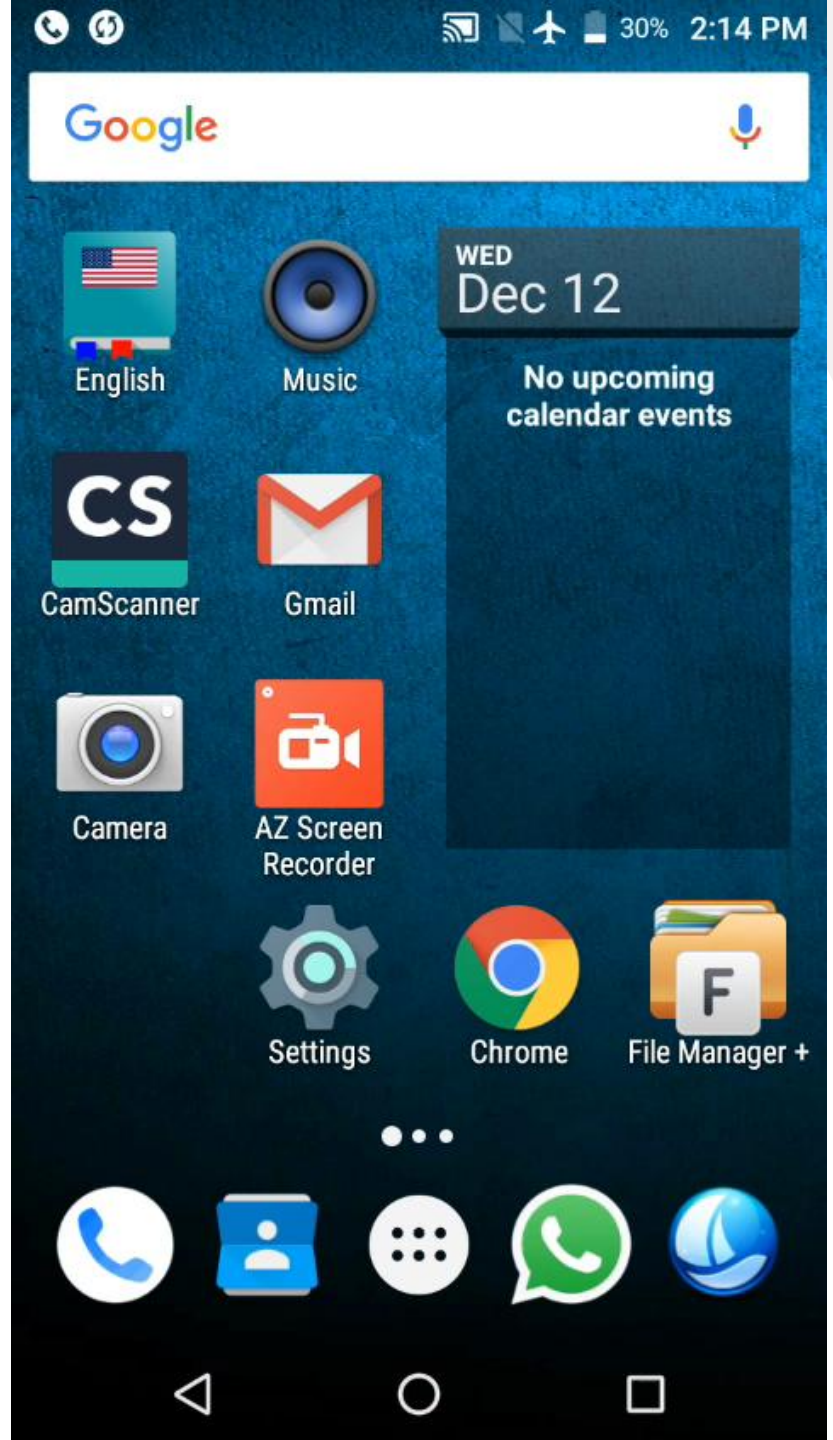
- Next()
- setPosition()
- detectTrio()

S O S

SET POSITION FUNCTION

SOS

```
//increases the score of a player when they get a SOS  
function setPosition (){  
    if (postionInGame == 1){  
        var num = parseInt($('#score1').html());  
        var num = num + 3;  
        $('#score1').html(num);  
    } else if (postionInGame == 2){  
        var num = parseInt($('#score2').html());  
        var num = num + 3;  
        $('#score2').html(num);  
    } else if (postionInGame == 3){  
        var num = parseInt($('#score3').html());  
        var num = num + 3;  
        $('#score3').html(num);  
    } else if (postionInGame == 4){  
        var num = parseInt($('#score4').html());  
        var num = num + 3;  
        $('#score4').html(num);  
    }  
}
```





THANK YOU



KOD INC