

### Submission Instructions

1. After you've completed all the sections, download this document as a PDF [ File → Download as PDF ]
  2. Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
  3. Add this document to your repo. Make sure it's named "**Capstone\_Stage1.pdf**"
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## Five Tribes Scoring Sheet

### Description

This app simplifies scoring in the Five Tribes board game as well as enables tracking progress throughout the game and across plays.

### Intended User

The intended user is Five Tribes board game player.

## Features

- Basic and advanced score sheet:
  - Basic score sheet is an equivalent of the traditional Five Tribes score sheet, filled after the game ends
  - Advanced score sheet lets user tracking progress throughout the game to help with improving player skills. At the end of the game it shows a graph of players' score throughout the game
- Leaderboard: user can track how many times they played the game and what is their win ratio with different opponents
- Widget showing a chart with data on who was winning the most

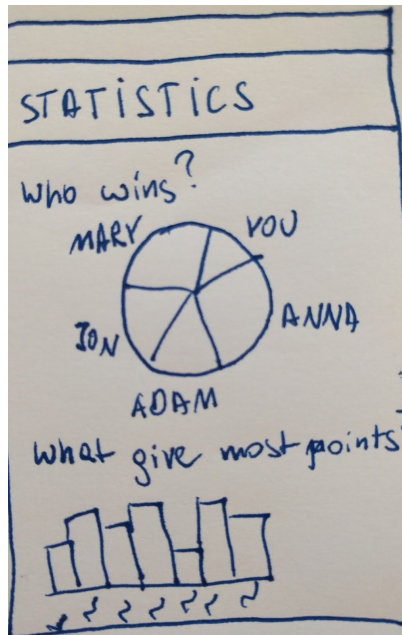
## User Interface Mocks

### Screen 1



First screen. You can choose if you would like to score your game in basic mode or advanced, or see statistic.

## Screen 2



Screen on which user can see statistics.

## Screen 3

<ADD PLAYERS

☐ HANNA (YOU)

☐ MARIA

☐ ADAM

☐ JON

+

Screen on which user can choose players from database, or add new player to database.

## Screen 4

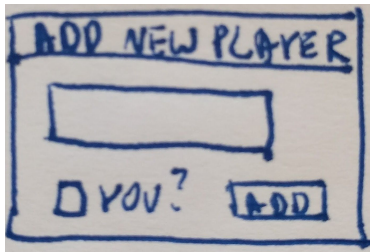


A hand-drawn sketch of a basic mode screen. It features a table with three columns labeled 'ADAM', 'MARY', and 'ANNA' at the top. The first column contains a vertical list of icons: a stick figure with a circled 1, a stick figure with a circled 2, a stick figure, a circle, a question mark, a small animal, and a small animal. The rest of the table is empty.

	ADAM	MARY	ANNA
①			
②			
○			
?			

Basic mode screen.

## Screen 5



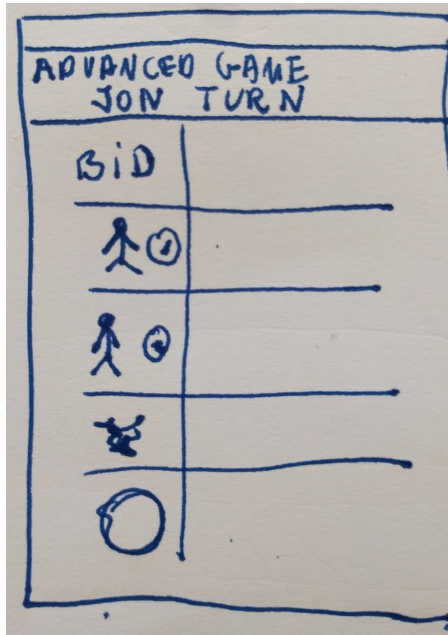
A hand-drawn sketch of a dialog window titled 'ADD NEW PLAYER'. It contains a rectangular input field, a checkbox labeled 'YOU?', and an 'ADD' button.

ADD NEW PLAYER

☐ YOU?

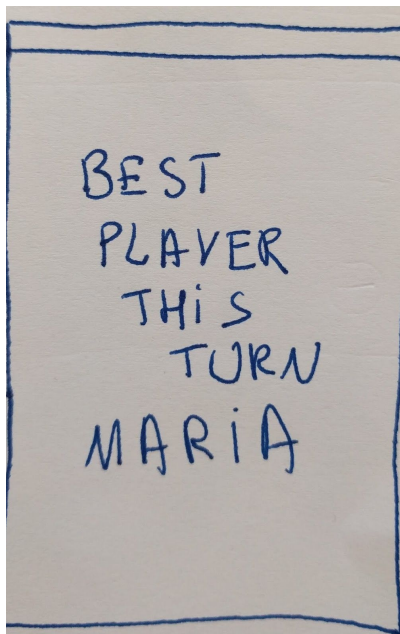
Dialog window for adding new players to database.

## Screen 6



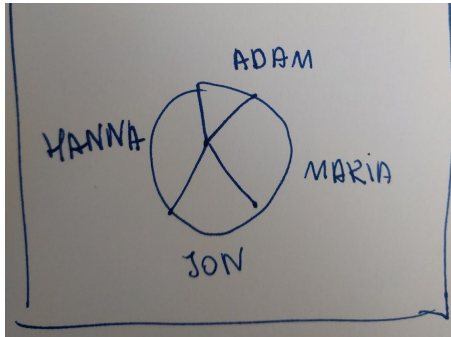
Advanced mode screen.

## Screen 7



After each turn game will tell user whos moves were best!

## Screen 8



Widget. Chart showing who won the most games.

## Key Considerations

### How will your app handle data persistence?

There will one database keeping data about players and their scores. I will build my own Content Provider.

### Describe any corner cases in the UX.

If user presses back before saving game score, there will be a "Continue the current game" button on the main screen alongside the normal buttons to start the new game. Trying to start a new game then will result in a dialog window asking if user really wants to quit the current game without saving the results.

### Describe any libraries you'll be using and share your reasoning for including them.

I will use Williamchart for displaying statistics.

### Describe how you will implement Google Play Services.

I will use Google Analytics, and AdMob.

## Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and decompose them into tangible technical tasks that you can complete incrementally until you have a finished app.

### Task 1: Project Setup

- Configure libraries
- Create blank activities for all screens in the app
- Create blank widget

### Task 2: Implement UI for Each Activity and Fragment

- Implement UI for MainActivity
- Implement UI for Basic scoring
- Implement UI for Advanced scoring
- Implement UI for Statistics
- Implement UI for adding players
- Implement UI for widget

### Task 3: Data persistence

- Create database
- Implement content provider for this database

### Task 4: Application logic

- Implement logic of MainActivity
- Implement logic for adding players
- Implement logic of Basic scoring
- Implement logic of Advanced scoring
- Connect activities with content provider and test it

### Task 5: Adding libraries

- Implement logic of Statistics
- Use libraries to make charts in Statistics screen
- Add Google Analytics and AdMob
- Implement widget

Add as many tasks as you need to complete your app.

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