**Project1**

**Done By: Hala Ezzeddine, Sabine Hamdoun, Ahmad Sadek.**

**Contribution:**

**Hala Ezzeddine: Main Activity, Display Result (getActForResult intent), localization, and merging.**

**Ahmad Sadek: Game1**

**Sabine Hamdoun: Game2**

**Main Activity**

This is the home page which allow the user which game to choose. And it also displays the current score achieved by the user, and it displays the previous scores using a drop down menu.

This activity uses the StartActivityForResult() to get the scores from the 2 apps**.**

**Our App supports: English, Italian, French, and Arabic (Saudi Arabia and Lebanon).**

**It also works in portrait and landscape mode.**

**Guess the countries in Europe**

To pick the front end, we had to use a blank map of Europe which we found on google with the help of a website cited below. At first, we intended to use the whole map of Europe, which meant we had to use very small buttons. This idea was rejected due to the warnings from Android Studio, which let us know that buttons with widths and heights smaller than 48dp might not be clickable on some devices.

The game starts once the button “Start” is clicked, allowing the player 2 minutes to guess the location of 17 of the countries we picked, which were picked due to their sizes and locations, allowing us to have large buttons on top of them.

Once the game starts, the player has to click on the buttons representing the 17 countries, and which we placed on the map of Europe. On click, these buttons will turn green if the player got the answer correctly, making the button non-clickable afterward, and red if the player answered incorrectly, but still allowing the player to click on that button later on.

If the player gets the country wrong, the game takes 10 seconds off the timer, but the question does not change, asking the player to guess the same country they guessed incorrectly.

If the player does not guess all the countries once the game ends, it’s game over, the map empties and the game takes the user back to the main page.

A “give up” button appears once the start button is clicked, this button allows the user to give up, and where the game takes their current score right before emptying the map and sends the user back to the main page.

If the user guesses all the countries correctly, the game takes his score and sends him back to the main page.

**Guess the Aquamarine Animals**

1. Timer (when the timer finishes, it moves to the next question)
2. Score (+2 for a correct answer and -1 for an incorrect answer)
3. 4 choices for each image

References:

**Images:**

Killer whale - <https://kids.nationalgeographic.com/animals/mammals/facts/orca>

Blue tang – <https://encrypted-tbn0.gstatic.com/images?q=tbn:ANd9GcSxL5BDAiqm_2lZh6Y6zsE_goUiw0ftqnq06-rCoCOzcA&s>

Octopus – <https://www.discovermagazine.com/planet-earth/how-do-octopuses-experience-the-world>

Seagull – <https://encrypted-tbn0.gstatic.com/images?q=tbn:ANd9GcTxlD02Lp0I_SBFMFJcIABi-xXRCqLq60I7hco-Xho1qw&s>

Siamese Fighting Fish – <https://www.thesprucepets.com/siamese-fighting-fish-bettas-1378308>

Fin Whale – <https://encrypted-tbn0.gstatic.com/images?q=tbn:ANd9GcSy2_CVkdmA0-iNJ-2vZzTyJEVnhEs25ZzCCw&usqp=CAU>

Clown Fish – <https://www.bulkreefsupply.com/content/post/md-2016-05-finding-nemo-fish-tank>

Squid – <https://www.smithsonianmag.com/smart-news/why-squid-has-one-giant-and-one-tiny-eye-180962150/>

Bottle Nose Dolphin – <https://www.loisirs-magazine.fr/dauphin.html>

🡪whale icon: <a href="https://www.flaticon.com/free-icons/whale" title="whale icons">Whale icons created by monkik - Flaticon</a>

🡪map icon: <a href="https://www.flaticon.com/free-icons/map" title="map icons">Map icons created by Freepik - Flaticon</a>

**YouTube Video** 🡪 https://www.youtube.com/playlist?list=PLGY\_UftsHsIbM\_k7VojE8vZxnmiWXMSnZ

To get the borders of the buttons rounded

🡪 <https://stackoverflow.com/questions/3263611/border-for-an-image-view-in-android>

🡪Main page gui: https://youtu.be/7S7646Cymn0

🡪Drop Down Menu: https://youtu.be/f2Sq3Psvbug

🡪Intent: https://youtu.be/AD5qt7xoUU8