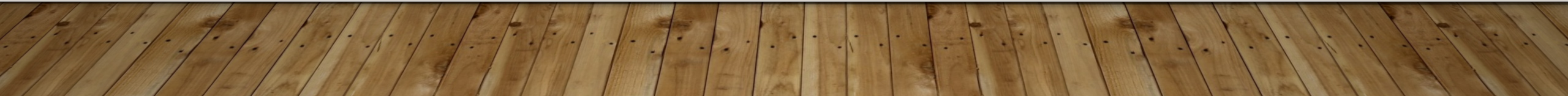# SOFTWARE ENGINEERING INDIVIDUAL PROJECT

Tiles

Week 12 Presentation

- SAURABH PATHAK

QUICK RECAP OF THE GAME

- The game will present a 2X2 matrix of tiles.

- Each tile will have a unique number or a pattern hidden behind it.

- Each unique number/pattern exists twice in the matrix.

- Once the player taps a tile, it flips and shows the pattern behind it.

- The player has to match (by tapping consecutively) two tiles with same number/pattern hidden behind them.

- If you match two tiles with different pattern, both the tiles will rotate and hide the pattern behind them.

CORE ELEMENTS

- 2D matrix of tiles

- Timer as per level

- Patterns which will get complicated as per level (dropped)

- Retaining last state of the game

PLANNING AND MANAGEMENT

- Click here for complete Gantt chart

	ℹ	Name	Duration	Start	Finish	Predecessors	Resources
1		⊟ Sprint 1 - Deciding a Game Topic	**19d**	**09/26/2016**	**10/20/2016**		
2		Research on previous built games	3d	09/26/2016	09/28/2016		
3		Coming up with game ideas	3d	09/29/2016	10/03/2016	2	
4		Finalizing the Game	3d	10/04/2016	10/06/2016	3	
5		Week 4 - Presentation	2d	10/07/2016	10/10/2016	4	
6		Understanding Technical Requirements	4d	10/11/2016	10/14/2016	5	
7		Learning about popular Game building Frameworks	2d	10/17/2016	10/18/2016	6	
8		Finalizing technical tools which will be used	2d	10/19/2016	10/20/2016	7	
9		⊟ Sprint 2 - Setting Up the Project	**6d**	**10/21/2016**	**10/28/2016**		
10		Install Java	1d	10/21/2016	10/21/2016		
11		Installing Android Studio	1d	10/24/2016	10/24/2016	10	
12		Creating a new project with blank activity	1d	10/25/2016	10/25/2016	11	
13		Setting up Virtual device	1d	10/26/2016	10/26/2016	12	
14		Configuring drivers for connected android dveice	1d	10/27/2016	10/27/2016	13	
15		Running the project	1d	10/28/2016	10/28/2016	14	
16		⊟ Sprint 3 - Development	**25d**	**10/31/2016**	**12/02/2016**		
17		Create Game Page	3d	10/31/2016	11/02/2016		
18		Create Grids	2d	11/03/2016	11/04/2016	17	
19		Add Timer	1d	11/07/2016	11/07/2016	18	
20		Add Click Count functionality	3d	11/08/2016	11/10/2016	19	
21		Add Animation on clicked tiles	1d	11/11/2016	11/11/2016	20	
22		Implement Corresponding click functionality	4d	11/14/2016	11/17/2016	21	
23		Create Start Page	1d	11/18/2016	11/18/2016	22	
24		Calculate and show scores	2d	11/21/2016	11/22/2016	23	
25		Retain game status on close	3d	11/23/2016	11/25/2016	24	
26		User customized grid option	2d	11/28/2016	11/29/2016	25	
27		UI Improvements	3d	11/30/2016	12/02/2016	26	
28		⊟ Sprint 4 - QA and Stabilization	**3d**	**12/05/2016**	**12/07/2016**		
29		QA and bug logging	1d	12/05/2016	12/05/2016		
30		Stabilization - Fixing Issues	2d	12/06/2016	12/07/2016	29	
31		⊟ Sprint 5 - Deployment	**2d**	**12/08/2016**	**12/09/2016**		
32		Deploy on App store	2d	12/08/2016	12/09/2016		

PROGRESS SO FAR

- The Game works!!!

- A static 2D matrix of 20 tiles has been implemented.

- Counter for number of clicks works as per requirements.

- The timer records the time starting with the first click.

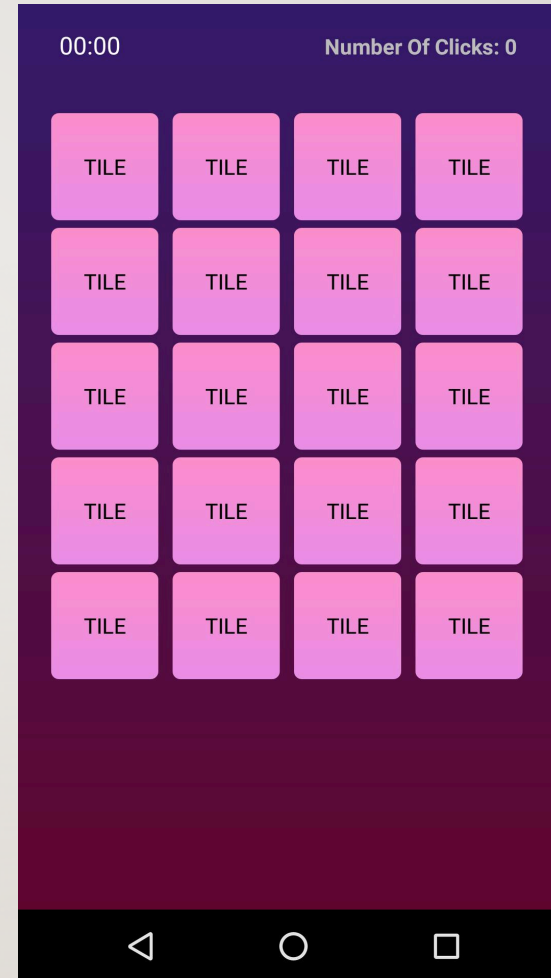# PROJECT STATUS AS PER GANTT CHART

- For now the project is a week delayed.

- Pending Enhancements are
  - User specific grid size.
  - User Customized Grid option

USER INTERFACE OF THE GAME
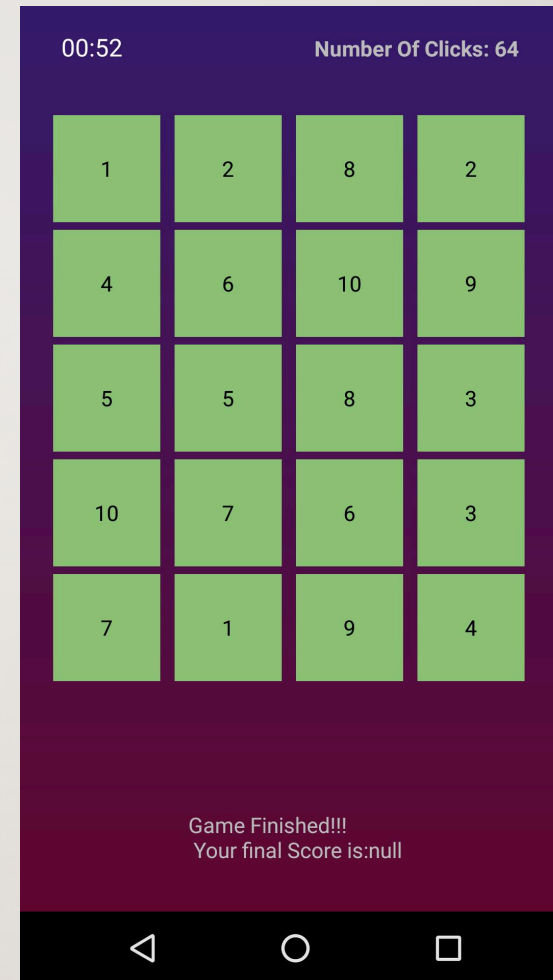
- Initial screen after starting game

USER INTERFACE OF THE GAME

- Game completion screen

PENDING ISSUES

- Storing clicks and chronometer time on game discard.

- Adding UI for grid size selector.

- Resume Game button should activate on press of back button.

- Add some instructions for playing the game.

JUNIT TEST CASES

- isArrayMatching – for generating tile grid values.

- isListUnlocked – for checking whether complete list is unlocked or not.

- isListLocked – for checking whether complete list is unlocked or not.

- isJsonValid – whether json created for storing in sharedpreferences is valid.

THANK YOU!