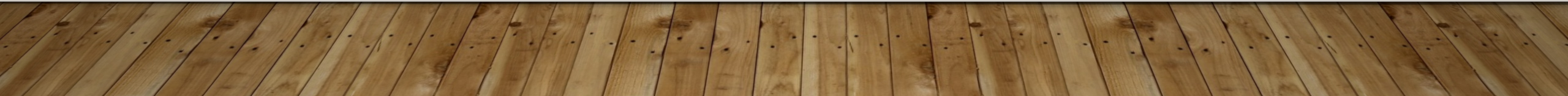


SOFTWARE ENGINEERING INDIVIDUAL PROJECT

Tiles

- SAURABH PATHAK



QUICK RECAP OF THE GAME
























- The game will present a 2X2 matrix of tiles.
- Each tile will have a unique number hidden behind it.
- Each unique number 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 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](#)

		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 dvice	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

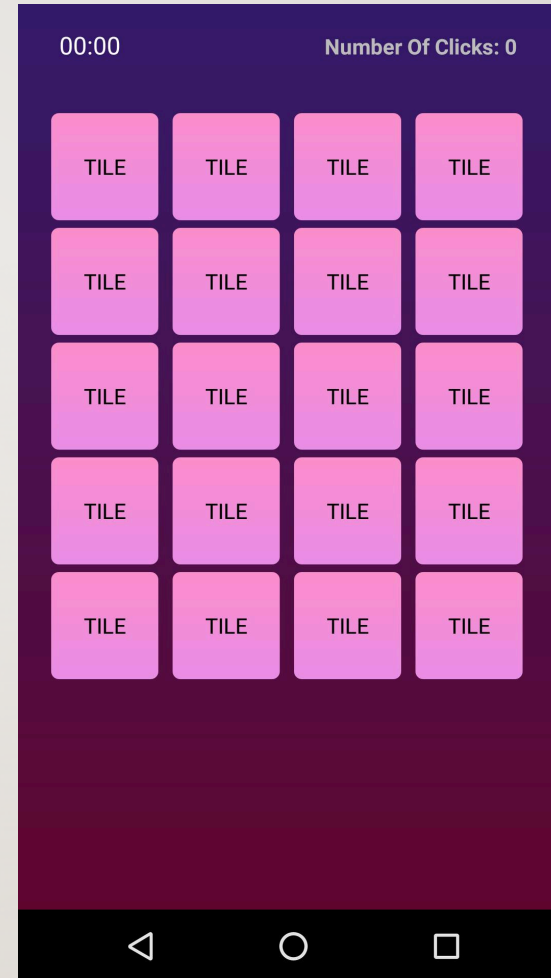
- The Game works!!!
- A static 2D matrix of 20 tiles has been implemented.
- Counter for number of clicks works as per requirements.
- The timer records the time starting with the first click.

PROJECT STATUS AS PER GANTT CHART

- For now the project is a week delayed.
- Pending Enhancements are
 - User specific grid size (**dropped**)
 - User Customized Grid option

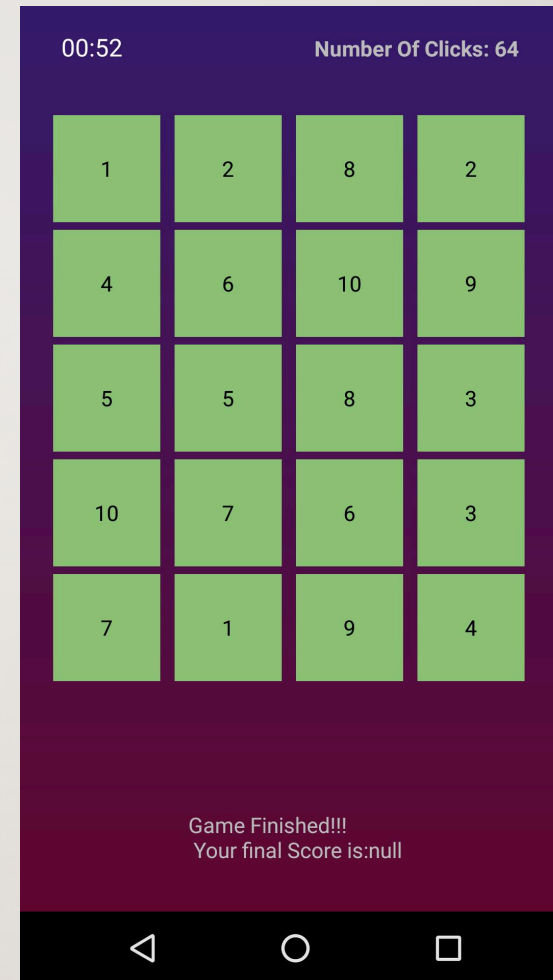
USER INTERFACE OF THE GAME

- 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 (**dropped**)
- Resume Game button should activate on press of back button.
- Add some instructions for playing the game (**dropped**)

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!
