

Report-31711034-31711036

Type: Scrum

List Of Tasks:

- Login page: 2days
 1. Layout: Game name; Developer; Input the username; Login button
 2. Game name: TextView
 3. Developer: TextView
 4. Input the username: EditText
 5. Login button: Button
 6. Login button: should connect the Login page with Main page
 7. Get username from Login page
- Main page: 2days
 1. Layout: Game name; Developer; Welcome username; Start button; Score button; Logout button
 2. Welcome username: TextView
 3. Start button: should connect the Main page with Game page
 4. Score button: should connect the Main page with Score page
 5. Logout button: should connect the Main page with Login page
 6. Set the username from Login page
 7. Get the username from Main page
- Score Page: 1 week
 1. Layout: Score title; Username; User score; Top title; Top username & score
 2. Score title & Top title: TextView
 3. Username: TextView
 4. User score: TextView
 5. Top username & score: ListView
 6. Set the username from Main page
 7. Show top five users and scores
- Game Page: 1 week
 1. Layout: Score; Rule; Ball
 2. Score: TextView
 3. Rule:: TextView
 4. draw Four kinds of elements: Win circle; Lose ball; Add score ball; User ball
 5. Collision: the collision between two balls will bounce away
 6. Jump window: Win window & Lose Window
 7. Win window: win; username; score
 8. Win window: should get the username and score
 9. Lose window: lose; username; clear score: should get the username and score
- Icon: 1day
 1. Create icon and display the icon

Sprint:

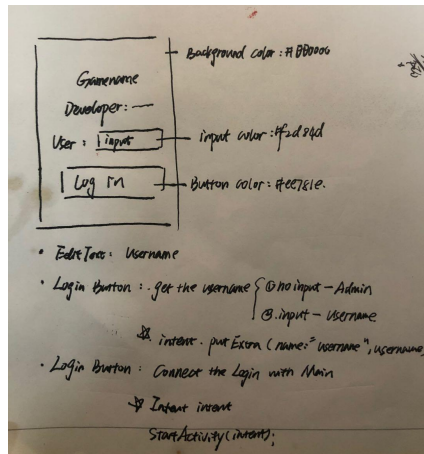
● Week1

Task: Finish the Login page and create the Main page

Developer: Shi Peijia

Meeting:

1. Decide the color and font-size.
2. Discuss how to get username
3. Discuss how to connect the Login page with Main Page



- Go well: The layout, color selection and font size of the interface are successfully realized
- Go bad: You can also enter the main page without entering the username. There is also no user name on the main page. Forget to think about logging in without entering a user name.
- Improvement: Add the situation that the user enters the game without entering the user name. When there is no user name for the game, the default user name of the system is "Admin". And prompt the user that they will use the "Admin".

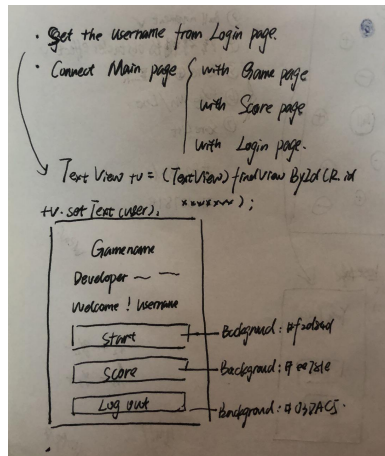
● Week2

Task: Finish the Main page and create the Score page, Game page

Developer: Shi Peijia

Meeting:

1. Decide the color and font-size.
2. Discuss how to set username
3. Discuss how to connect the Main page with Score page, Game page, Login page



- Go well: The layout, color selection and font size of the interface are successfully realized.
- Go bad: There is a problem in displaying the user interface.
- Improvement: Use Textview to accept the resulting username. You need to set an "id" for this Textview, so that the username can appear in the specified place.

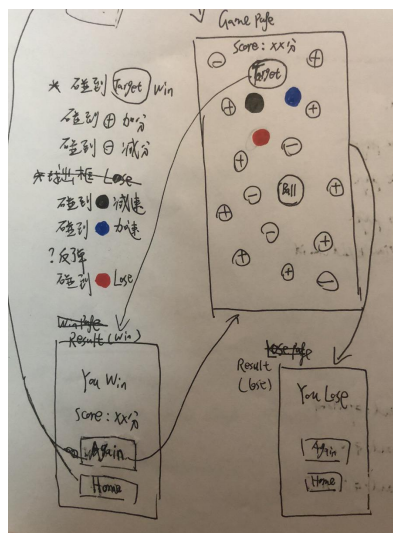
● Week3

Task: Finish the Game page

Developer: Lu Danqi

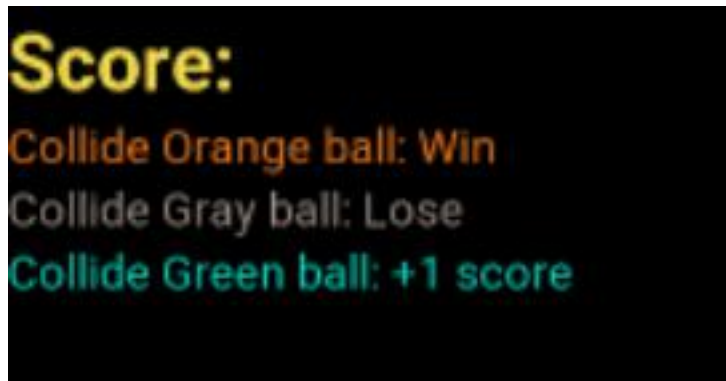
Meeting:

1. Decide the color and font-size.
2. Decide the ball's type
3. Discuss the rules of the game
4. Discussion on the sport form of ball
5. Decide layout of Win window and Lost window



- Go well: The layout, color selection and font size of the interface are successfully realized. Win window and Lose window will display well;
- Go bad: The ball is moving too fast after collision. Without simple rules, users may not know how to win the game. There is no change in the score displayed when the ball can be scored.
- Improvement: Slow down the ball. In the upper left corner of the Game page, add a simple

rule description. Words of different colors indicate the usage of the corresponding color ball. In Game page, one task is that make the score display and update in the screen. I add a score parameter in the class, the score can add 1 when ball hit the green circle. But I found that score always display 0 at first. Then I wrote “Log” sentence, I find that the score parameter is right, it can add score right, the root problem is that “setText” just run 1 time, score display can’t update. Later, I use “paint” to draw the score text in the screen and put it onDraw() method, because of the “invalidate();”, the score can display and update again and again.



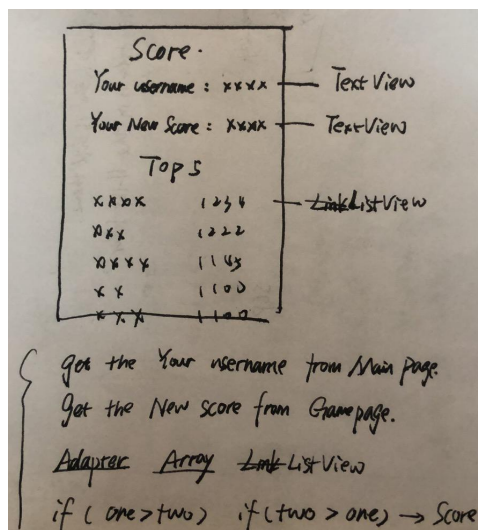
● Week4

Task: Finish the Score page

Developer: Lu Danqi & Shi Peijia

Meeting:

1. Decide the color and font-size.
2. Discuss how to get scores from the Game page
3. Discuss the scores to rank



- Go well: The layout, color selection and font size of the interface are successfully realized. Can successfully get the username from the Main page.
- Go bad: Then score page is not easy, we can not order the top 5 rank yet. At first, we can't transform the username and score in the score.

- Improvement: To solve it, we use intent message to transform the information. Another problem is when we finish the game, then go to score page, it's Ok. But, when going to score page from main page without playing games, the program will run failed. I found that it is because “ Intent intentStr1 = getIntent(); String str1 = ""; str1=intentStr1.getStringExtra("username_score"); listArray[0] = str1;” We can not use the intent information which from game page before playing game, when delete them, the program run well.

● Week4

Task: Finish the icon

Developer: Lu Danqi

Meeting:

1. Decide the icon color
2. Discuss how to add the icon



- Go well: The layout, color selection of icon are successfully realized. Can successfully display the icon on the interface.
- Improvement: The icon's color is orange and yellow, because they're fit to our app theme color. We put icon through mipmap à new à image assert.

Asssignment8

Member: 31711034 Lu Danqi & 31711036 Shi Peijia