LOG

3/12/16 (6 hr)

* Created the basic layout for the project. Since there had to be changes from last project.
* In StartActivity class, there are two options since we have two buttons. Start new game and load a game. If new game button is pressed, it takes the existing format from our RAW resource. Then it is rendered and the data is extracted from that file.
* I am guessing that there will be the initial file given to us for serialization. So, this was the purpose.
* Tried using the animation for the coin toss. Didn’t work out. Too complex.
* Tried using the dialog for the coin toss. Didn’t work out either since it is too much complex for a simple task.
* Just did the random and displayed the result.
* TO DO: currently, it does not let the user choose heads or tail. However, it does the random. So, even if the user chooses, there won’t be any problem.
* Tried the file system for saving the current games. It is kind of confusing since I don’t know where the file is saved. I searched the entire storage but didn’t find the file name. However, it runs perfectly fine.
* Changed the function readData(rawFile) to readData(rawFile, filename, indicator) where indicator indicates whether to read from raw data or the filename the user provided.
* Checked in StartPageActivity if the user entered filename already exists to open. If not, we tell the user about it and do not go through the entire trouble of reaching up to fileAccess.
* TO DO: write into the file to save the game.
* SOLUTION: While writing, open the board and go through each lines. For each column, just add a space and append. For each row, add \n so that we can distinguish later.

3/14/2016

(total – 2 hours)

* Changed the AlertDialog type for handling the actual game of heads or tails. Then, once the user chooses it, there will be another dialog box that will give the result. Then, it is directed to the main game.
* In MainActivity, things are changed now. I was under the impression that the new game had to be loaded from the RAW but it wasn’t. New game was completely new. So, I just separated the fileAccess part for the load game section.
* Made Save Game button which saves the game as savedGame.txt file.
* Previously I was using internal storage. So, changed it to external storage and formatted it with the given serialization.
* So, Lots of previous techniques were changed here.
* TO DO: Show the player’s next tile. Also option to see further in the stock.