ISHIDO LOG

- Made Deck, and Board class as the main classes. The layout is that the whole screen has the Grid Layout and the board has the TableLayout. The model are separately stored in model folder.

- Made TableCoordinates class which will record the row and column number clicked in the TableLayout. There is no direct way to get the location. So, I made the class. Also, due to this I no longer have to deal with buttons and handle gigantic button id remembering or formatting.

- Deck holds the tiles generated and records it so that we don’t exceed the same kind for more than two times. It uses the 2 dimensional array.

- Board holds the basic entry in the grid with TileInfo objects. TileInfo consists of the color and the symbol of the tile. This class made it so much easier to handle the symbol values as a group.

Problems:

* I thought the color of characters were supposed to change. But it is color of the tile. **Possible solution**: change the background color of the TextView.
* The symbols are not coordinating with the ones that user chose.

**Possible Solution:** Check the clickedTile in the MainActivity and Deck class if both correspond to the same symbol notation.

1/31/16

* Solved the background color change
* Solved the weird symbol generation problem.
* Board class will calculate the score and also perform the check operation for the rules of Ishido. No big problem in this.

Todo:

Checking for if the game is over. **Possible Solution**: Maybe do isDone() functions in Deck and Board separately for more clarification.

Make the start Activity (like start screen)

* StartActivity made and designed.
* Problem arouse. The tile system was not working. It didn’t follow any rule. So, I spent like couple hours just trying to figure that out.
* I realized that while changing the color and symbol for user’s choice, I didn’t create a new TileInfo and rather just changed the color and stuff from current tile. This was the source of all of the errors. Fixed it.

2/2/2016

* Bug report: The orientation restarting the activity is unsolved.
* Included isDone() in Deck to check If we are out of all of the possible tiles.
* If yes, new Intent was created and it was directed to the game over page.
* Bug Report: In Game Over, it doesn’t exit the application on exit pressed. There are whole bunch of errors.
* There was problem with forever loop in generating random tile because of recursion. I made it a Boolean function and used isDone() of deck to check if the whole process is done.
* Bug Report: It doesn’t toast maxed out notice when user selects same combination for more than 2 times. **Solved**: forgot to put show() at the end.
* TODO: Make isDone() in Board