



RELEASE NOTES - SPRINT

Iteration 2: application version 0.5

Changes

- + added option for the user to set number of players from 2 to 6.
- + added option for the user to set desired length of the game.
- + added a xml-file with questions that can be read and displayed.
- removed the old picture-based question format.
- + added more questions and categories.
- * changed the game logic in general to fit the new question format

Bugs

- When displaying the correct answer, the incorrect answers were not always fully removed. This was fixed by expanding the white boxes that covers the incorrect answers.
- When displaying a new question, sometimes fragments of the previous question remained visible. This was fixed by clearing the entire question area just before a new question is displayed.
- The game froze when half the questions were answered. This was due to a logic error where a remove question statement was executed twice. The bug was fixed by removing one of them.

Iteration 3: application version 1.0

Changes

- + added option to restart a game with the same settings once the previous is finished
- + added function to exit the game to main menu and out of the app
- + added two game modes
- + added menu where players can select which categories to include in the game
- + added 50 more questions.
- + added placeholders for advertisements
- * changed to better fonts for text

Bugs

- Sometimes when a button on the remote is held in it registers two inputs instead of one. There has been no success in fixing this.
- Fixed bug in text printer where the printer prints a 'PZ' when it was supposed to print a 'P'