



# LANDLORD

A mobile game made by cocos2d-x



HAT



ZHAQ



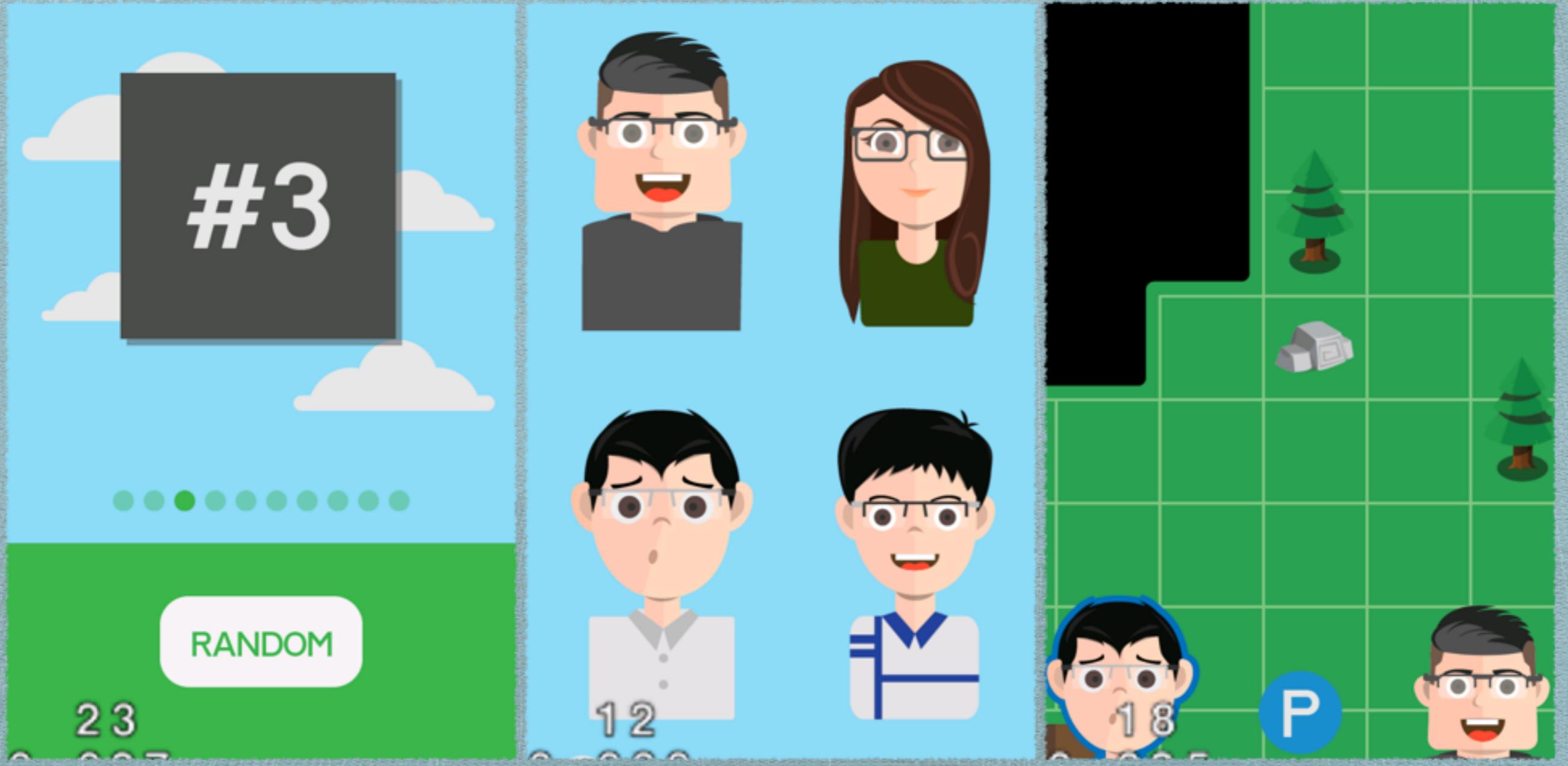
HALINK



TQT

# MEMBERS

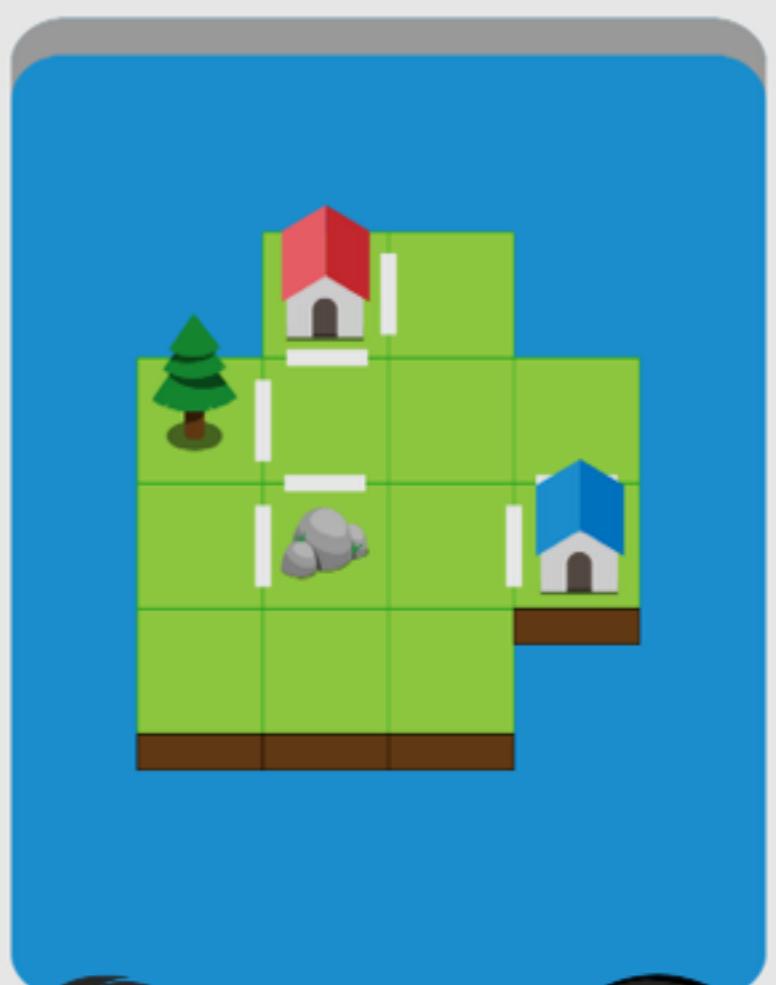
Group 1 - SE Spring 2014 - UET VNU



# GAME CONCEPTS

# IDEA

- ◆ inspired by a game on paper
- ◆ a board game
- ◆ 2 - player
- ◆ FUN and COOL



# GAMEPLAY

- ◆ two players compete with each other
- ◆ build houses and occupy the islands
- ◆ tree mode, axes, ...
- ◆ [https://github.com/tranvictor/landlord/  
wiki](https://github.com/tranvictor/landlord/wiki)

# CONTROL

- ◆ touch on tiles
- ◆ choose the edge to put fence
- ◆ special tiles with hidden axe, tree, stone
- ◆ collect axes
- ◆ use axe to cut trees



THOUSANDS OF GAMES

LEARN MORE



COCOS2D-X

*An awesome framework for making games*

Hide accepted stories		
▶	★ = 💬	<b>startscene</b> Create Start Scene (HH)
▶	★ - 💬	<b>anim, cloud</b> Make clouds can fly through screens (HH)
▶	★ = 💬	<b>settingscene</b> Setting scene (HH)
▶	★ = 💬	<b>winscene</b> Create a winning scene which appear after one player win the game (GNV)
▶	★ = 💬	<b>choosemapscene, prototype</b> Create a scene to choose map that player wish to play (GNV)
▶	★ = 💬	<b>playscene</b> Create play scene with simple interact (GNV)
▶	🍓 💬	<b>choosecharacterscene</b> Array out of index in Choose character scene (TTQ)
▶	★ = 💬	<b>chacracterscene</b> Create a scene to choose characters (TTQ)
▶	🍓 💬	<b>choosecharacterscene</b> Graphic went wrong (HH)
▶	🎭 🎵	<b>prototype, scene</b> Integrate scenes to create a prototype version

The GitHub repository 'landlord' has the following details:

- 142 commits
- 4 branches
- 0 releases
- 5 contributors

The commit history shows the following activity:

- [#49] pull 49 by invg88 (4 hours ago)
- Merge branch '49-practiceTiledMap' of github.com:tnenvicor/landlord ... (4 hours ago)
- [#49] delete untitled.trmx (9 hours ago)
- first commit (23 days ago)
- push to github (21 days ago)
- Initial commit (21 days ago)

The README.md file contains:

```
## README.md
```

The Trello board has the following lists and cards:

- Private** list: Agile the pivotal, map, Meeting, p chat, editor - it's FFFFFF, assets data.
- To Do** list: Weekly Team Meeting - Sprint Review, 1st Weekly Meeting - Script, Transcript - Sat, Feb 15.
- Doing** list: Target for Sprint 2: Complete Play Scene - playable, Reorder tiles in Xcode project, Assets for playScene, Make animation for map: can rebound when scroll map to edge.
- Subscribed** list: Create a map in playScene with Tiled map, Get official license for Texture Packer.

```

#import <SenTestingKit/SenTestingKit.h>
#import "StartScene.h"
#import "cocos2d.h"
#import "Sound.h"
#import "SimpleAudioEngine.h"
#import "Constant.h"

@interface StartScene_Test : SenTestCase

@end

@implementation StartScene_Test

StartScene *start;

- (void)setUp
{
    [super setUp];
    // Put setup code here. This method is called before the invocation of each test method in the class.
    start = StartScene::create();
    cocos2d::CCDirector *pDirector = cocos2d::CCDirector::sharedDirector();
    pDirector->runWithScene(start->scene());
}

- (void)tearDown
{
    // Put teardown code here. This method is called after the invocation of each test method in the class.
    start = NULL;
    CC_SAFE_DELETE(start);
    [super tearDown];
}

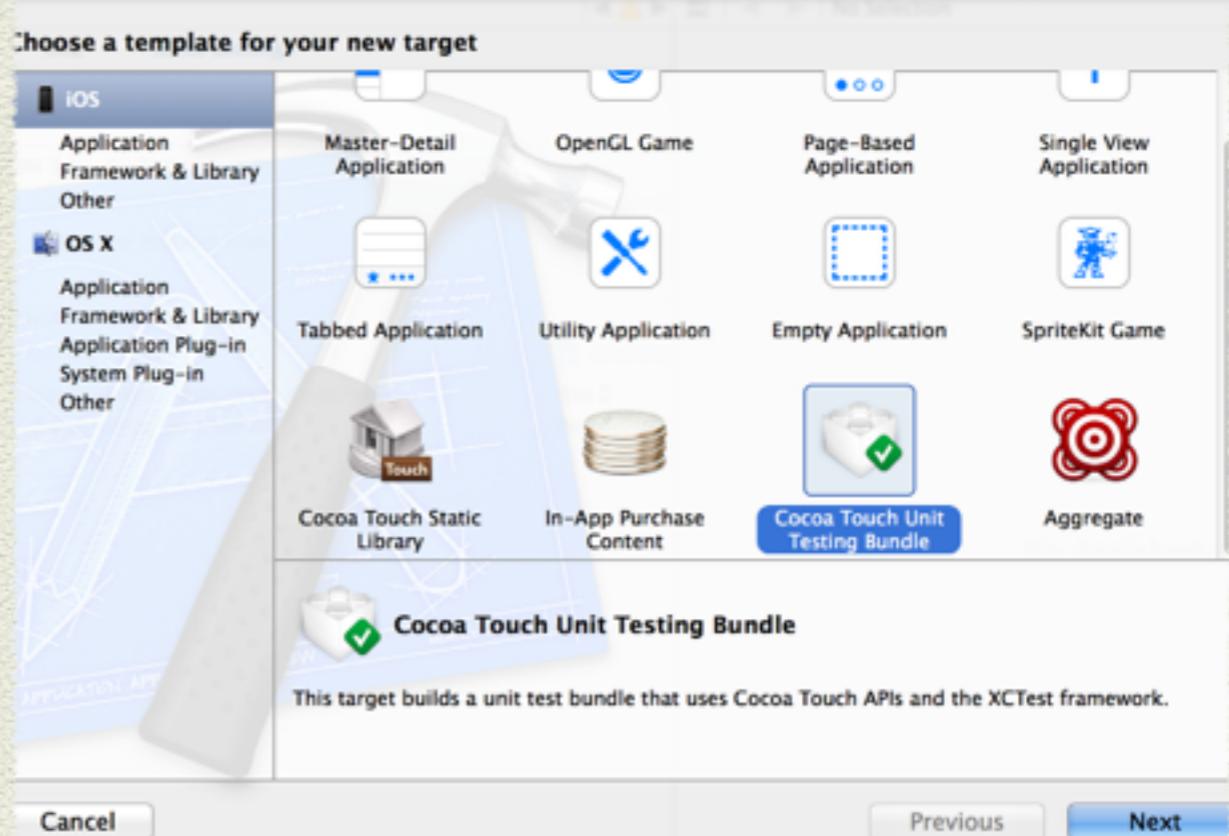
- (void)testClassExists
{
    STAssertTrue(start != NULL, @"instance creates from StartScene should not be NULL");
}

- (void)testBackgroundMusicIsOn
{
    STAssertTrue(CocosDenshion::SimpleAudioEngine::sharedEngine()->isBackgroundMusicPlaying(), @"music is playing with Sound/background.wav")
}

- (void)testHasBackgroundLayer
{
    CCObject *obj = start->getChildByTag(START_BG_TAG);
    STAssertTrue(obj != NULL, @"start scene has background layer");
    STAssertTrue(((CCSprite*)obj)->getPosition().equals(CENTER_POS), @"background at the center of screen");
}

- (void)testSettingsButtonExists
{
    CCObject *settings = start->getChildByTag(BTN_SETTINGS_TAG);
    STAssertTrue(settings != NULL, @"start scene must has a setting button");
}

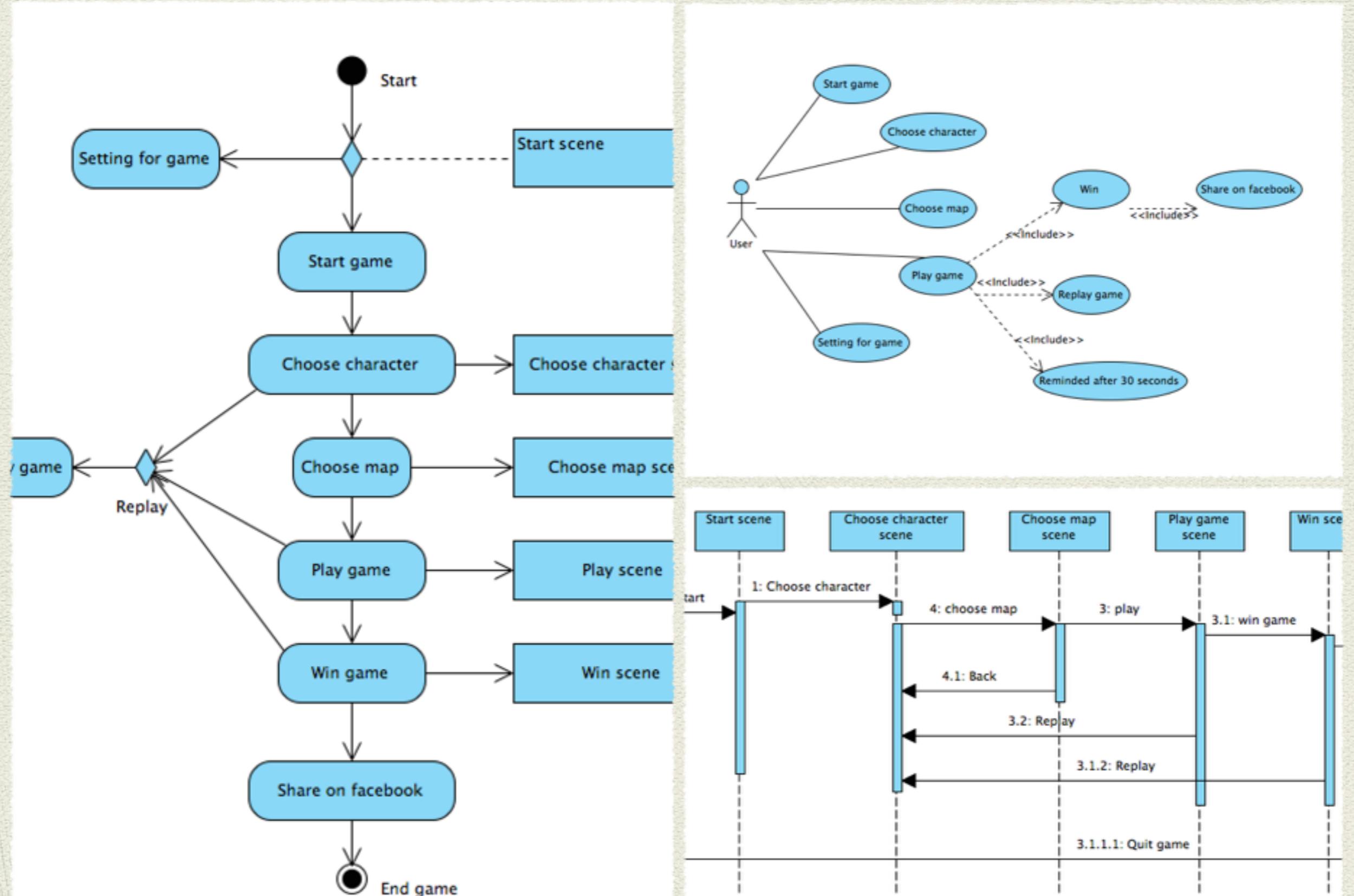
```



## LCOV - code coverage report

	Lines:	Functions:
	Line Coverage	
<a href="#">2dx/cocoa</a>	<div style="width: 100.0%; background-color: #2e6b2e;"></div>	100.0 %
<a href="#">sions/CocoStudio/GUI/Layouts</a>	<div style="width: 100.0%; background-color: #2e6b2e;"></div>	100.0 %
	<div style="width: 77.3%; background-color: #ffd700;"></div>	77.3 %
	<div style="width: 89.9%; background-color: #ffd700;"></div>	89.9 %
	<div style="width: 100.0%; background-color: #2e6b2e;"></div>	100.0 %

Generated by: LCOV version 1.10



## ► Dead store

Value stored to 'state1' during its initialization is never read

## ► Dead store

Value stored to 'state2' during its initialization is never read

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## ► Dead store

Value stored to 'state2' during its initialization is never read

```
160  
161  
162  
163     COMenu* tree = COMenu::create();  
164     tree->addChild(treeToggle);  
165     tree->setPosition(BTN_TREE);  
166     this->addChild(tree, GR_FOREGROUND);  
167 }  
  
168 void SettingScene::addFogNodeButton()  
169 {  
170     COMenuItem* uncheckedBtn = COMenuItemImage::create(  
171         "Images/Game/UI/fogButton2.png",  
172         "Images/Game/UI/fogButton1.png",  
173         NULL,  
174         NULL);  
175  
176     COMenuItem* checkedBtn = COMenuItemImage::create(  
177         "Images/Game/UI/fogButton1.png",  
178         "Images/Game/UI/fogButton2.png",  
179         NULL,  
180         NULL);  
181  
182     COMenuItem* state1;  
183     COMenuItem* state2;  
184  
185     if(GameManager::getTreeNodeState()){  
186         state1 = checkedBtn;  
187         state2 = uncheckedBtn;  
188     } else {  
189         state1 = uncheckedBtn;  
190         state2 = checkedBtn;  
191     }  
192  
193     COMenuItemToggle* fogToggle = COMenuItemToggle::createWithTarget(this,  
194                         menu_selector(SettingScene::fogModeTouched),  
195                         state1,  
196                         state2,  
197                         NULL);  
198  
199     COMenu* fog = COMenu::create();  
200     fog->addChild(fogToggle);  
201     fog->setPosition(BTN_FOG_POS);  
202     this->addChild(fog, GR_MIDDLEGROUND);  
203 }  
204  
205  
206 round->setPosition(ccp(screensize.width/2, screensize.height/2));  
207  
208 >>addChild(background, 0);  
209  
210 SettingScene::addSoundFxButton()  
211  
212     COMenuItem* uncheckedBtn = COMenuItemImage::create(  
213         "Images/Game/UI/buttonUncheck.png",  
214         "Images/Game/UI/buttonChecked.png",  
215         NULL,  
216         NULL);  
217  
218     COMenuItem* checkedBtn = COMenuItemImage::create(  
219         "Images/Game/UI/buttonChecked.png",  
220         "Images/Game/UI/buttonUncheck.png",  
221         NULL,  
222         NULL);  
223  
224     COMenuItem* state1 = COMenuItem::create();  
225     COMenuItem* state2 = COMenuItem::create();  
226  
227     if(GameManager::getSoundFxState()){  
228         state1 = checkedBtn;  
229         state2 = uncheckedBtn;  
230     } else {  
231         state1 = uncheckedBtn;  
232         state2 = checkedBtn;  
233     }  
234  
235     COMenuItemToggle* soundFxToggle =  
236         COMenuItemToggle::createWithTarget(this,  
237             menu_selector(SettingScene::soundFxTouched),  
238             state1,  
239             state2,  
240             NULL);  
241  
242  
243     // Value stored to 'state1' during its initialization.  
244     // Value stored to 'state2' during its initialization.
```

Unwatch 5

12 branches
0 releases
5 contributors

**ndlord /**

		latest commit e253854aeb
Static test with Xcode analyzer		7 hours ago
add score panel for play scene		a day ago
Static test with Xcode analyzer		7 hours ago
[Master] add vpp project		3 hours ago
[#63] merge master		22 days ago
android project		a day ago
first commit		3 months ago
Static test with Xcode analyzer		7 hours ago
add tests for StartScene		a month ago
add SharedClass group		22 days ago
first commit		3 months ago
first commit		3 months ago
first commit		3 months ago
first commit		3 months ago
push to github		3 months ago
add CODING_STYLE.md		a month ago
Change PlayScene's illustrated image		16 days ago

Commits over time (Feb 23 to May 11)

**nvg58**  
 105 commits / 114,907 ++ / 5,072 --

**tuantq57**  
 62 commits / 3,143 ++ / 1,369 --

**haanh2an**  
 33 commits / 137 ++ / 5 --

**halink0803**  
 26 commits / 7,054 ++ / 162 --

**tranvictor**  
 1 commit / 17 ++ / 0 --

**PUBLIC** **tranvictor / landlord**

Unwatch Star Fork
New issue

		Sort: Newest
		5 Open   17 Closed
<input type="checkbox"/>	Assigned to you	2
<input type="checkbox"/>	Created by you	5
<input type="checkbox"/>	Mentioning you	0
<input type="checkbox"/>	No milestones selected	0
<hr/>		
<b>Labels</b>		
<input checked="" type="checkbox"/>	bug	3
<input type="checkbox"/>	duplicate	0
<input type="checkbox"/>	enhancement	0
<input type="checkbox"/>	invalid	0
<input type="checkbox"/>	question	0
<input type="checkbox"/>	wontfix	0
<hr/>		
<a href="#">Manage labels</a>		
<hr/>		
<a href="#">New label</a>		
<input type="text"/> New label name		



Thank  
you!

