

CSC207 Project

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Unit Tests

Games

Models

SlidingManager

Line Coverage

96%

ColourGuessManager

89%

TwentyManager

96%

GameCentre

UsersManager

82%

User

78%

States

100%

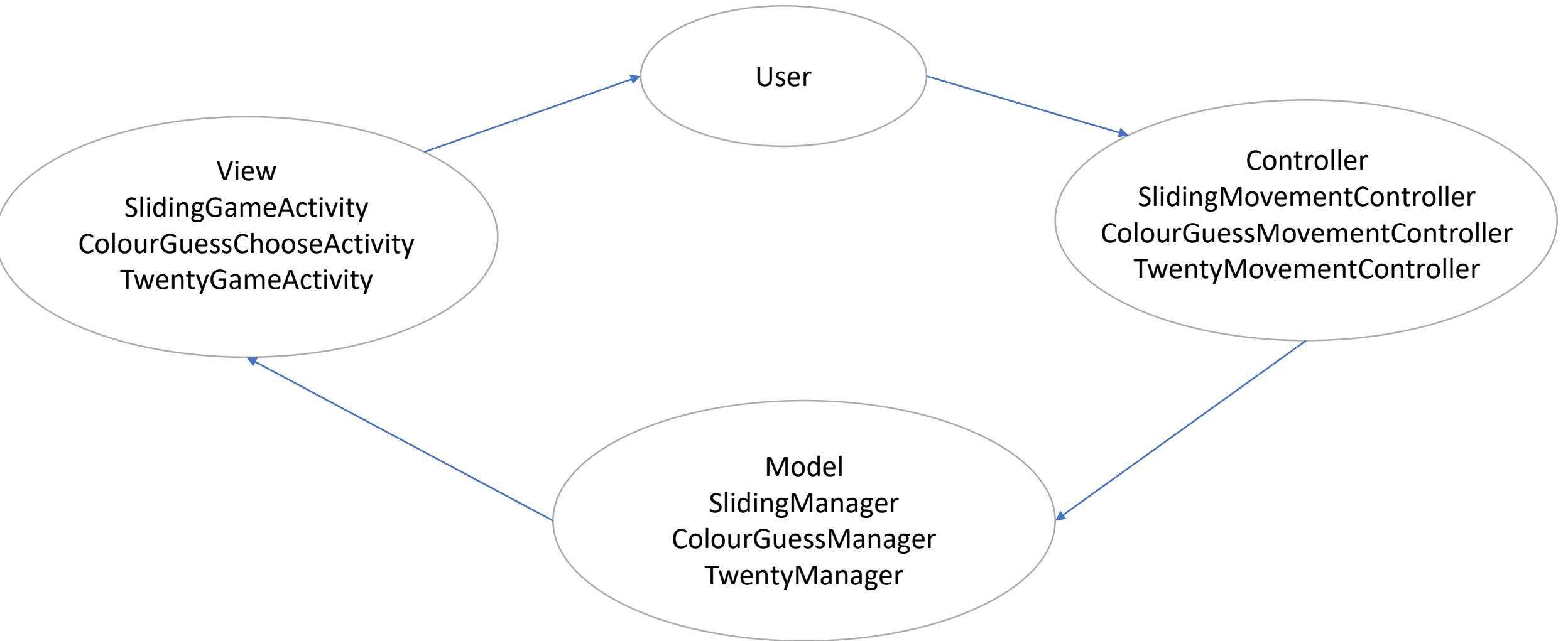
ScoreboardManager

100%

Scoreboard

97%

MVC



How we designed the scoreboard

- We have a class called ScoreBoard which has a LinkedHashMap maps user name to the highest score the user achieved.
- Then we have a class called ScoreBoardManager.
- Has a HashMap maps difficulty Easy, Medium and Hard to the ScoreBoard.
- The ScoreBoardManager is saved to save files specific to the game.

How the high scores are stored?

- We have a User class which has a HashMap that maps the game type to the highest score achieved.
- The User class is stored inside UserManager which is save to a file.

How do they get displayed?

- We call the method inside User to get two strings one for game type and the other for the score corresponding to that game type.
- We call the method inside ScoreBoard to get two strings one for user name the other string is the corresponding scores.
- Then we display the two string inside activity.