**Project 1 Documentation**

We used the demo app as the start point for our project. Here are what we have done for this project:

1. We modified the res/drawable folder and the corresponding tags in button\_selector.xml and corresponding objects in java/MainActivity so that the app shows images of cat, elephant and mouse instead of stone, scissor and paper. After this step, the basic functionality of the project is done.
2. We redesigned the UI part of the app. We change the layout of activity\_main.xml. We used ScrollView as the top-level view and used LinearLayout and RelativeLayout to gain better control of particular element of the activity. We added back the action bar and chose to show the title of the game in the action bar. We put a scoreboard at the top of the activity to show the history of the app.
3. We changed the background music to better fit the game setting.
4. We enriched the flow of the game, so the game runs as the following: In each round, the player touch the “start” button at the bottom of the screen to start the game. The image on the left is keep changing and showing the “current choice” of the computer. It is achieved using frame animation. We added animation\_list.xml to res/drawable folder. Each image of the three animals is shown every 200 milliseconds. The user then can choose the animal on the right and once the choice is made. The image on the left will freeze and stop changing and the result of this round will show on the area just above the “start” button.