

While waiting

Remember to focus on getting your game operational.

However, there will be periods of time that you will be waiting for help. Don't just sit there. Don't talk to the person next to you. Use your time productively.

1. Make sure that everything that is going to change has an id.
2. Use the ids of all of the things that are going to change to make a global variables log: <http://www.gorskicompsci.ca/ICS3U/Unit6/DesignGlobalVariableLog.pdf>
3. Make sure all of your pictures are resized and are named lower case.
4. Use your pictures to make your pictures log.
5. Verify that you have picked a colour for your backgrounds, a different colour for your text and a different colour for your buttons.
 - The colour should **not** be one of the primary (red, green, blue) or secondary (cyan, magenta, yellow) hexcodes.
 - A less bright variation is fine.
 - Change EVERYTHING on all screens to match your colour scheme.
6. Put in title comments. (Name, Date, Purpose)
7. Put in comments before each methods.
8. Start on your instructions screen.
 - Add a screen snapshot of the game in progress to explain the rules.
 - The font should not be giant. Fill the space with screen snapshots.
 - Make sure the colour scheme matches the other screens.
9. Start on your splash screen.
 - Make sure the colour scheme matches the other screens.
 - Make sure that the pictures are in the same style as your game.
10. Find your app icon. Add it.
<http://www.gorskicompsci.ca/ICS4U/4 App1/ppt App Finishing.pdf>
11. Go over the rubric. Missing anything that is easy to fix.
12. Add some extra features
 - Try a dialog box (not a Toast)
 - Add a checkbox
 - Add a scroll bar