Android App for Goose Scaring Games

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Background

The project is based on Chris R J Pollard's project from Biological and Environmental Science. Conflicts occur in the Orkney Islands where wild geese eat the crops, causing a complex conflict between multiple stakeholders. A number of simple round-based games can be used to represent the different types of interactions between different groups of people, i.e. farmers and government. This project aims to produce a tablet/phone based game to collect data during stakeholder workshops in the Orkney Islands goose conflict, without Internet access.

Game Example

	GOVERNMENT				
	Year	Opponent ID	Offer	Accepted?	Your points
			Max 12	(Yes / No)	
	Example	2	10	Yes	10
	1	2	8	No	0
	2	2	5	Yes	7
	3	2	6	Yes	6
	4	2	3	No	0
				Government total:	13
	FARMER				
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- 1	Vees	Onnenna ID	044	A13	V

H_					
Τ	Year	Opponent ID	Offer	Accepted?	Your points
L			Max 12	(Yes / No)	
	Example	1	10	Yes	2
	5	1	9	Yes	9
Γ	6	1	7	Yes	7
	7	1	4	No	0
	8	1	1	No	0
				Farmer total:	16

Game 1 total (Government total + Farmer total):

Administration Application

- Choose a game type & Launch a game
- Select players & Start the game
- View game details
- Save game history in a csv file

Administration Application (Server) Internet Access) Android Player App (Client)

Skills & Techniques

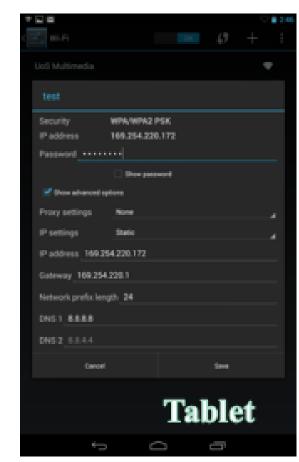
- Software: Eclipse, Android Studio
- Java Swing
- Virtual Network



Android Player App

- Input username & Access the server
- Make choice while playing the game
- View game details





Network Setting