



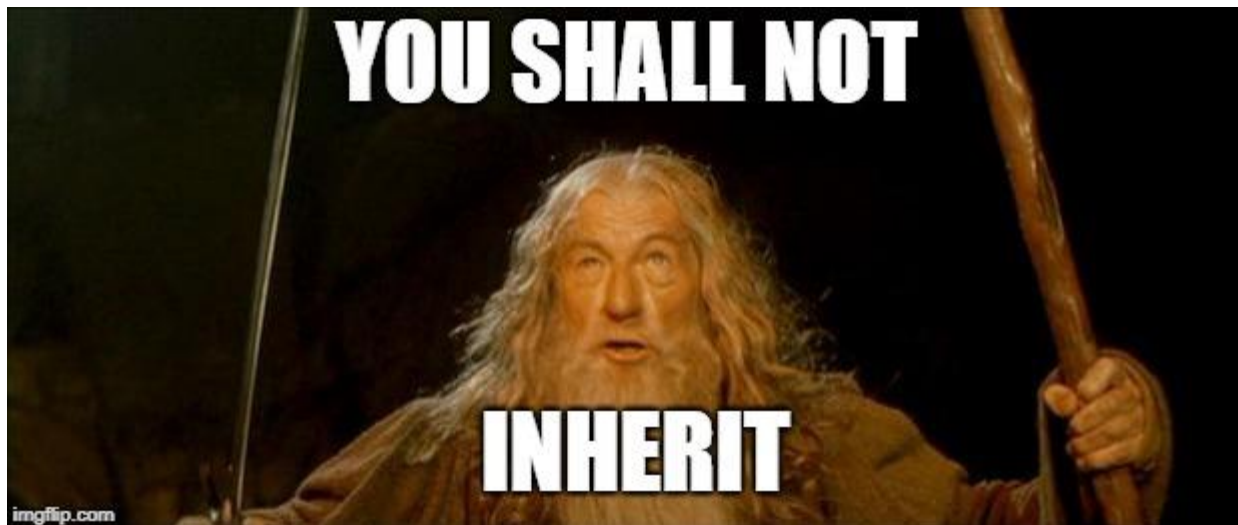
MASARYK
UNIVERSITY
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Imitace hry Triple Agent

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Postup a popis implementované funkcionality

- Papírový návrh stránek
 - Zjednodušení herních mechanik
- Určení podobnosti stránek
 - Dědění ze společného předka



Technické problémy

- Šablony
- Neschopnost dědit z abstraktní třídy
- Neurčitost chybových hlášek
- Náhodné (ne)čekané výjimky

	Code	Description
		<p>The "ResolveLibraryProjectImports" task failed unexpectedly. System.IO.FileNotFoundException: Could not load assembly 'Triple_Eater, Version=0.0.0.0, Culture=neutral, PublicKeyToken='. Perhaps it doesn't exist in the Mono for Android profile? File name: 'Triple_Eater.dll' at Java.Interop.Tools.Cecil.DirectoryAssemblyResolver.Resolve(AssemblyNameReference reference, ReaderParameters parameters) at Java.Interop.Tools.Cecil.DirectoryAssemblyResolver.Resolve(String fullName) at Xamarin.Android.Tasks.ResolveLibraryProjectImports.Extract(DirectoryAssemblyResolver res, ICollection`1 jars, ICollection`1 resolvedResourceDirectories, ICollection`1 resolvedAssetDirectories, ICollection`1 resolvedEnvironments) at Xamarin.Android.Tasks.ResolveLibraryProjectImports.Execute() at Microsoft.Build.BackEnd.TaskExecutionHost.Microsoft.Build.BackEnd.ITaskExecutionHost.Execute() at Microsoft.Build.BackEnd.TaskBuilder.<ExecuteInstantiatedTask>d_26.MoveNext()</p>

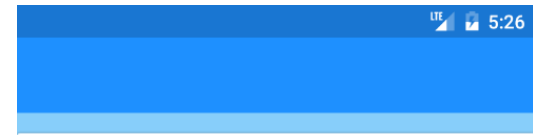
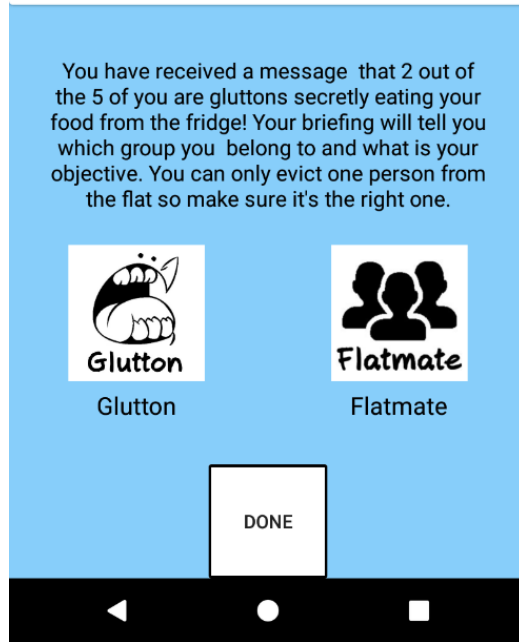
Obrázky z aplikace



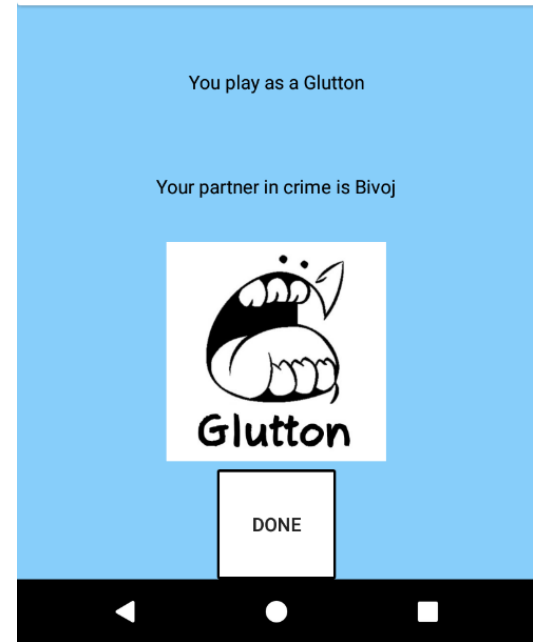
Triple Eater



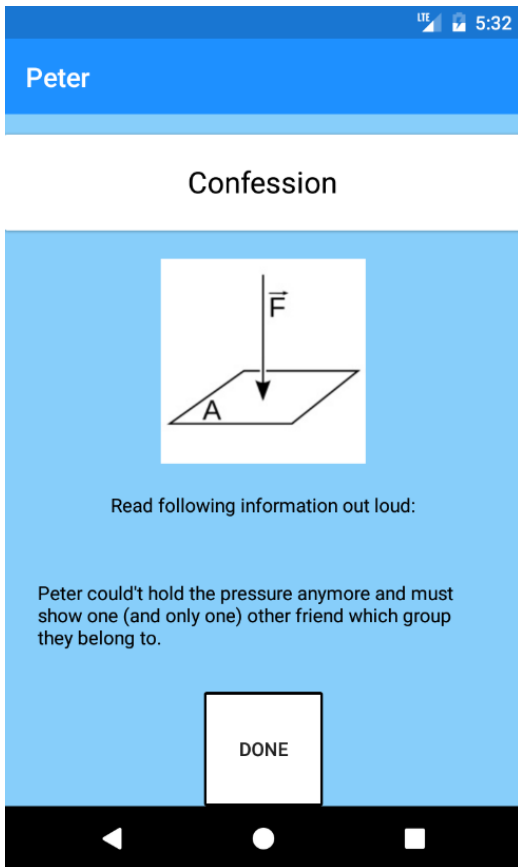
MISSION BRIEFING



Filomena



Obrázky z aplikace



Obrázky z aplikace

