

Sometimes Y RP #1

Scott Hanks - Designer

Blaine Myers - Programmer

Rapid Prototype #1

Here is rapid prototype 1 for Sometimes Y. This does not at all represent the actual look of the game, but it does demonstrate the rules. This prototype demonstrates one sample puzzle, but the game logic does support many different puzzles. Our next prototype will feature the ability to load puzzles, after that we will begin working on the actual graphic interface.

Usage

The Controls for this version of the game are very crude. Left click on a white square on the game board and a menu will appear that will allow you to place one of the available letters. Right clicking on a letter will remove it from the game board.

Notes

Currently the game doesn't have any type of winning screen or anything, you'll know that the puzzle is complete when all of the game pieces are green and all fixed pieces are bright yellow. This version is also a bit difficult to play as the rules are not displayed on the screen.