I am interested in obtaining images of the completed puzzles. Additionally, I need a "Random" button. When this button is clicked, it should generate a valid tangram configuration.

A valid configuration must meet the following criteria:

1. Each tan must be connected to at least one other tan.

2. No overlap between the tans.

3. All 7 tans must be used.

Can you help me implement this feature in my existing game? You may also need to adapt the game or even remake it to implement the random function correctly. However, it should serve as a template.

The random algorithm should roughly work like this:

1. Take a random tan, rotate it, and place it randomly on the screen.

2. Take another random tan, rotate it, and place it randomly in a valid location (check for overlap and connection).

3. Repeat until all tans are used.

Are you able to do this?

Specifications:

If you press the button random. There should be a completed valid Tangram on the screen. After that I can click the safe button, and it safes the image.

But that mode is only for me to generate random images.

The user should be only able to make own, human made puzzles. Which are also stored as image after clicking the button.

I want to have 2 databases with images, one human made, one random. That’s why I need that „random player“.

Does this help you?

And only valid tangrams are allowed

to safe (no overlap, connected ….)

But if you deliver a nice working, good looking „game“ with the completely working random „player“. It’s fine by me.

Yes it it was not too easy to explain.

Obviously there are further tiny requirements, like seperared folder for random and manual saves. But that small things I didn’t even mention because I think most of them are obvious.

But The most work and the heavy task is the random setup.