COMP1110-ass2-tue12V

Yafei Liu(u6605935)

Xing Meng(u6483085)

Bowen Tan(u6822656)



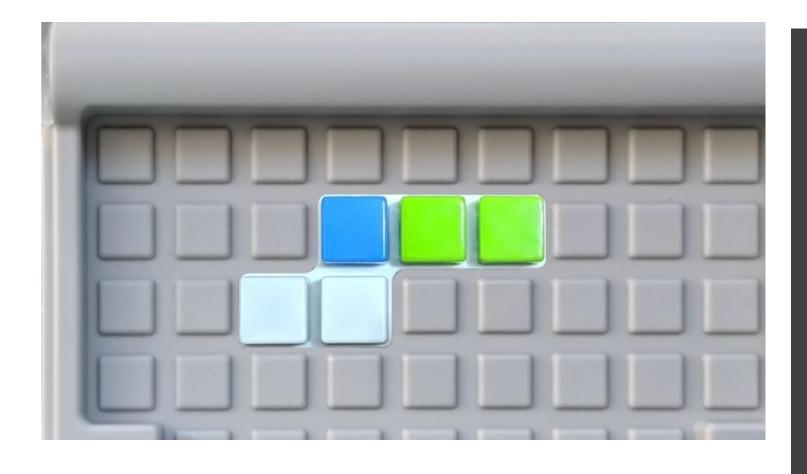
Overview of the game

This project focuses on a puzzle-fixing intellectual game called IQ-focus. It contains various kinds of pieces and requires the player to made every piece cover the whole board..

Skeleton

- Color: Classify the colors of the pieces into six kinds: GREEN, BLUE, RED, WHITE, NONE and B. NONE stands for the square of board that is not covered by any piece; B stands for the left and right bottom of the board, no piece can cover this two parts.
- 2. Rotation: Four kinds of rotation which are 0, 1, 2, 3. According to introductions on GitLAB.
- 3. Piece & PieceType: Create the object Piece and enum PieceType. PieceType for all 10 pieces.
- Location: Set and renew the value of position X and position Y of each pieces.





Task 4

• Task 4: A simply viewer to check placements. By entering a placement string and show the relating board statement.

• Here is the example of "b210".



Task 2, 3, 5, 9

- ☐ Task 2: check placement length
 - check whether each character is in the right range
- ☐ Task 3: check placements length
 - check whether each placement is well formed using task 2
- ☐ Task 5: check overlap
 - check out of board.
- ☐ Task 9: recursion method

Task 7 Draggable piece

Compute distances between piece and each grid

2. Snap to the closest one

3. Snap to origin if out of board or overlap

- Change piece layout to coordinate
- Using task5 method decide valid placement



Task 8 Different difficulties

- Design difficulty bar using button and slide.
- 2. Define difficulties.
 - ◆ Difficulty 1 3 right pieces
 - ◆ Difficulty 2 2 right pieces
 - ◆ Difficulty 3 1 right pieces
 - Difficulty 4 no initialized piece











Task 10 Provide hints

- 1. Press key slash to see next hint.
- 2. We do not correct what you have put.
- 3. Once only provide one hint.

