# Pockets Pack Levels (1-30) | Flow Free Wiki | FandomProject Summary

*Flow free is a single player mobile game developed by Big Duck, an American studio. Players are faced with a grid of different-colored pairs of dots. The goal is to connect the right dots while filling up every square on the grid. We connect enough dots so that the entire grid has a color and all cells are filled. While there are more complex versions of this game (with bridges and blockades) we wish to focus on the very basic iteration of flow free that was derived from the Numberlink logical puzzle.*

# Propositions

* Cell(object): This is a cell object for all the existing cell. It has an x and y for the coordinate on the gird and a color variable set to it
* Connection(object): Identifies the connections between two cells

# Constraints

1. Each cell must be used exactly once
2. Colored endpoints must connect to exactly one neighbor
3. Non-endpoint cells must connect to exactly two neighbors
4. Paths must be continuous
5. Paths cannot cross
6. Grid must be n x n

# Model Exploration

Sadly, since we have not implemented any of the constraints we have been unable to properly explore our model.

# Jape Proof Ideas

*List the ideas you have to build sequents & proofs that relate to your project.*

*Have not started, yet..*

# Requested Feedback

*Provide 2-3 questions you’d like the TA’s and other students to comment on.*

*How does Bauhaus help us with our class objects? From my understanding of propositions, they are just true and false values. How can a proposition class be connected to numbers?*

*How do we break down our constraints into proper logic?*

# First-Order Extension

*Describe how you might extend your model to a predicate logic setting, including how both the propositions and constraints would be updated.* ***There is no need to implement this extension!***

Have not started yet!