PIANO TILES

TEAM ID : 370

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Introduction

- : The goal of this project is to construct a user-friendly program to enable users to play
- the game “PIANO TILES”. It’s a single player-game. Piano Tiles is a game where the player's
- objective is to tap on the black tiles as they appear from the top of the screen while avoiding
- the white. As player tap black tiles he/she scores a point. In original game, when each black tile
- is tapped, it emit a piano sound hence game is names as "PIANO TILES". If the player taps on a
- white tile, the player will lose the game.
- This is a super fun and highly addictive game suited for everyone. No special skills
- needed, all this game asks of you is an attentive mind and fast fingers!
- This is actually an Android Game application widely played by smartphone users which
- we are trying to create using simple cpp as much similar to the original as possible with all the
- knowledge we have.

Requirements:

- Hardware Requirements
- Only a screen and mouse or touchpad.
- No specific requirement

- Software Requirements

- Code blocks: Cross-platform IDE built around wxWidgets, version13.12.0.0

PROBLEM STATEMENT

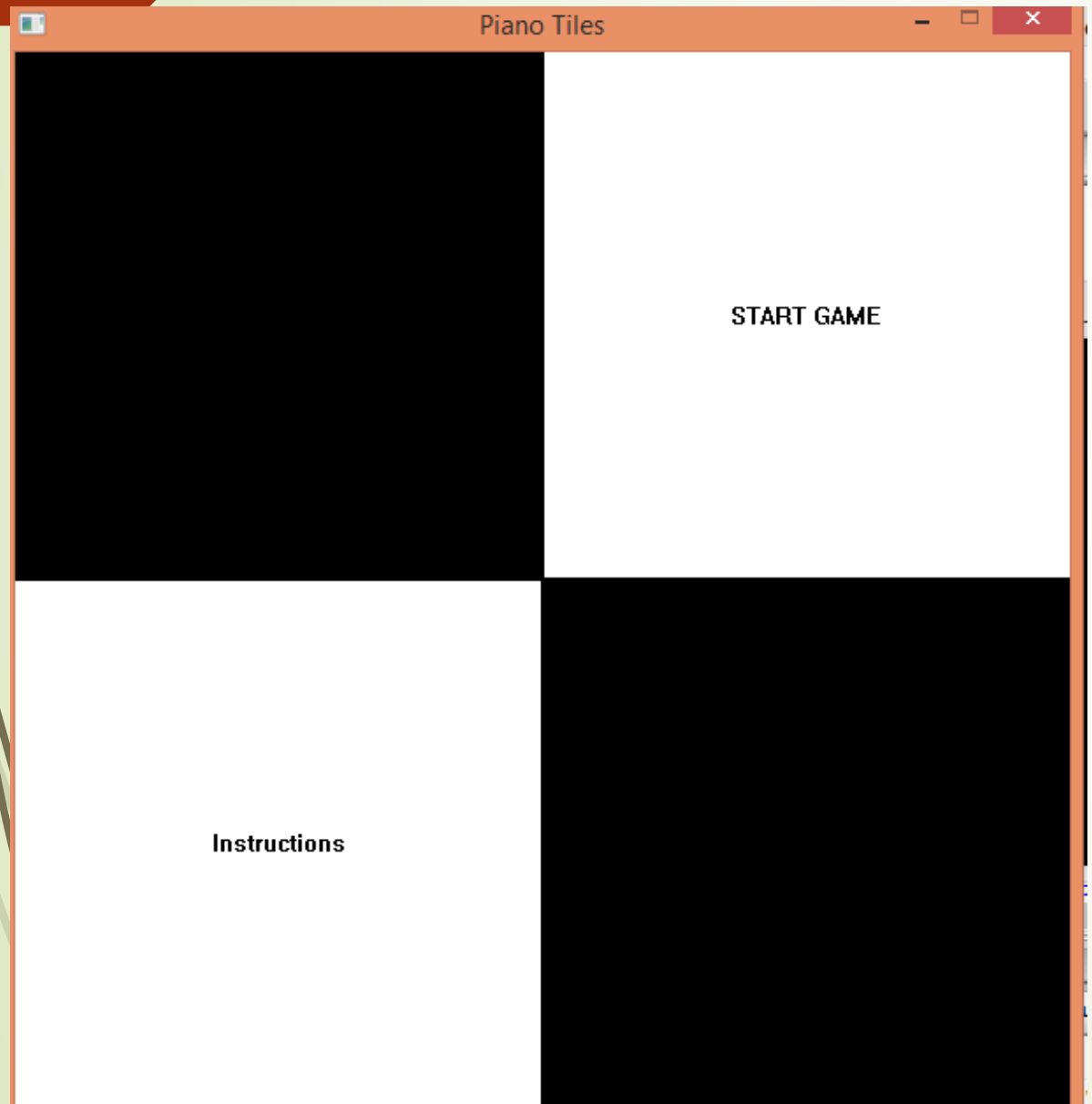
GOAL1

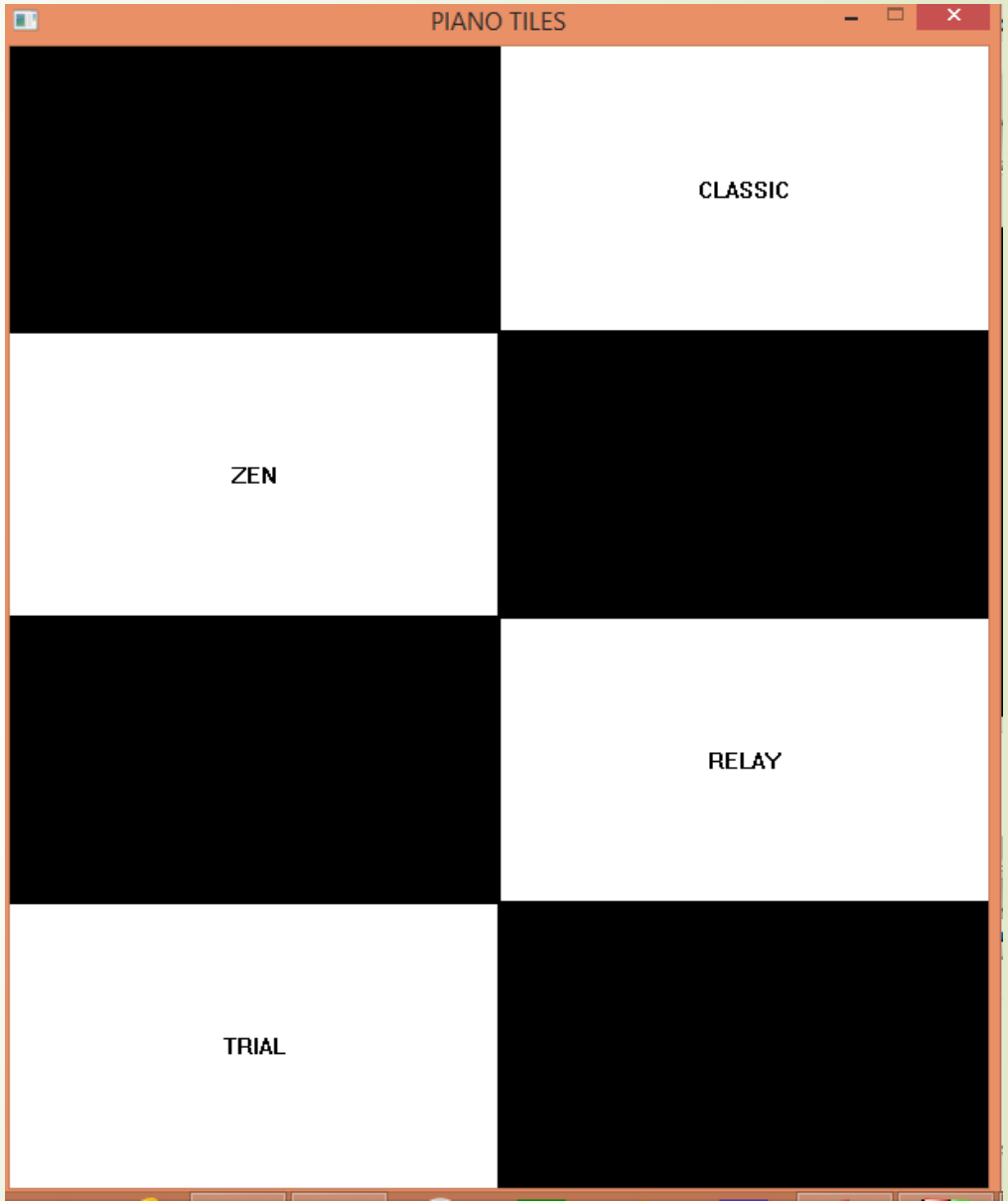
- The initial step of our project was to have a movement of rectangular tiles in a 4*4 rectangular grid with one black tile per row.
- For this a new row will replace the uppermost row and all the other rows move downwards. The position of tile in uppermost row is completely random from one of the column.
- We were successful in making the random movement of the tiles.

GOAL 2

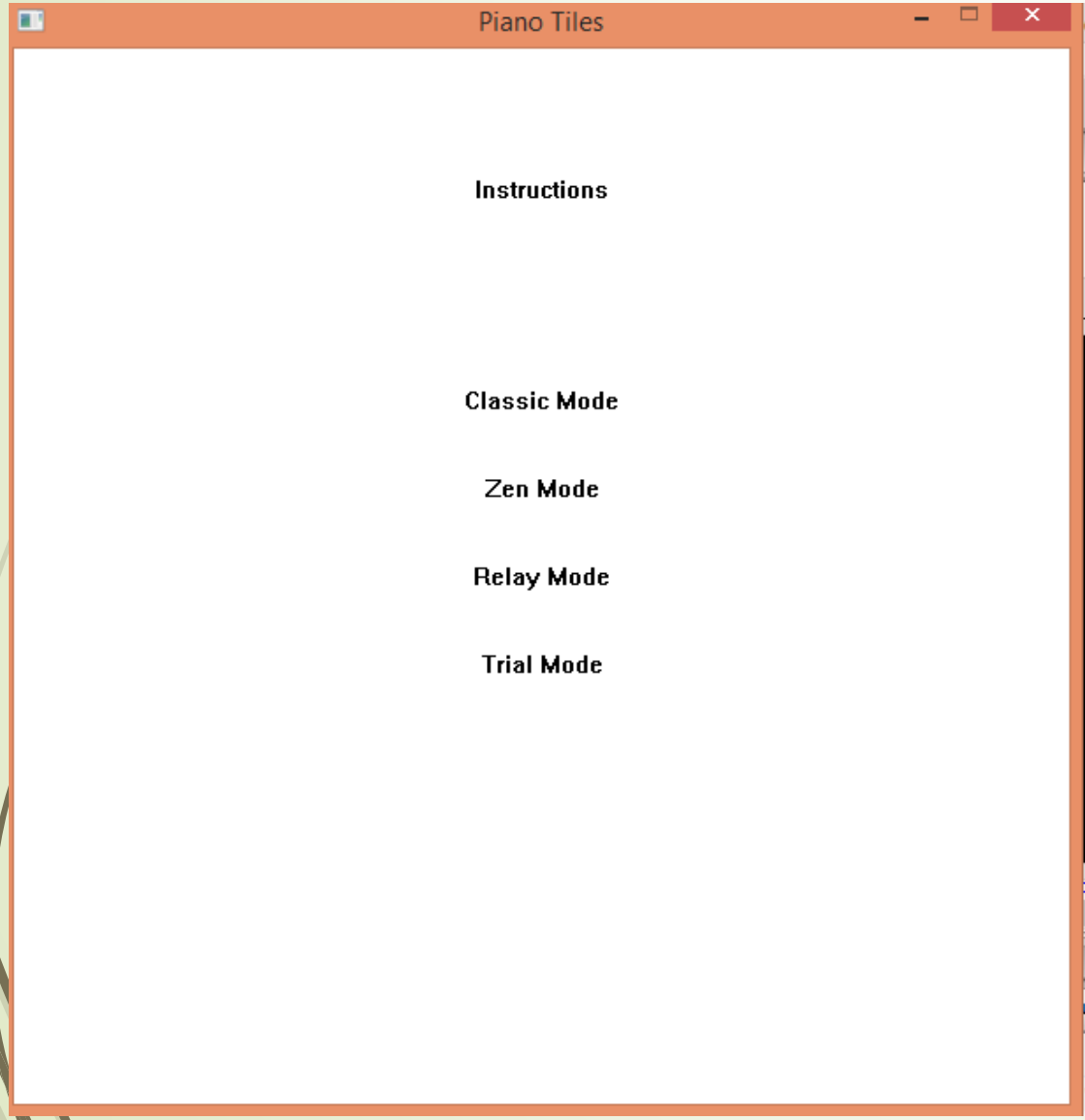
- This is certainly the most crucial part of our project . In this part we are trying to make movement of tiles on clicking on correct tile i.e. the black tile in the last row by the user. If user clicks elsewhere in game window the game will end and score will be displayed.
- We are almost successful in making movement of all black tiles on click of user.

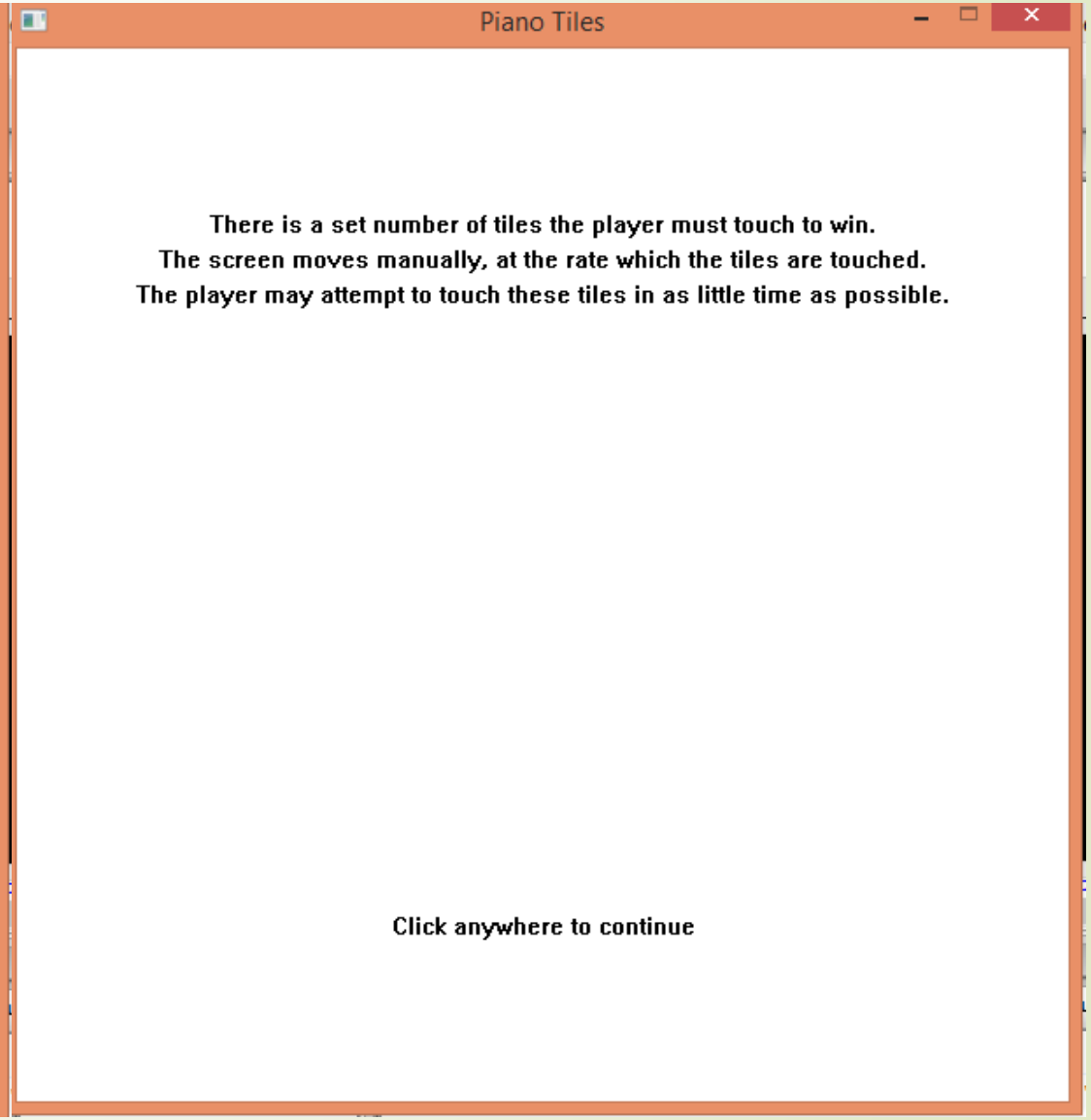
SCREENSHOTS

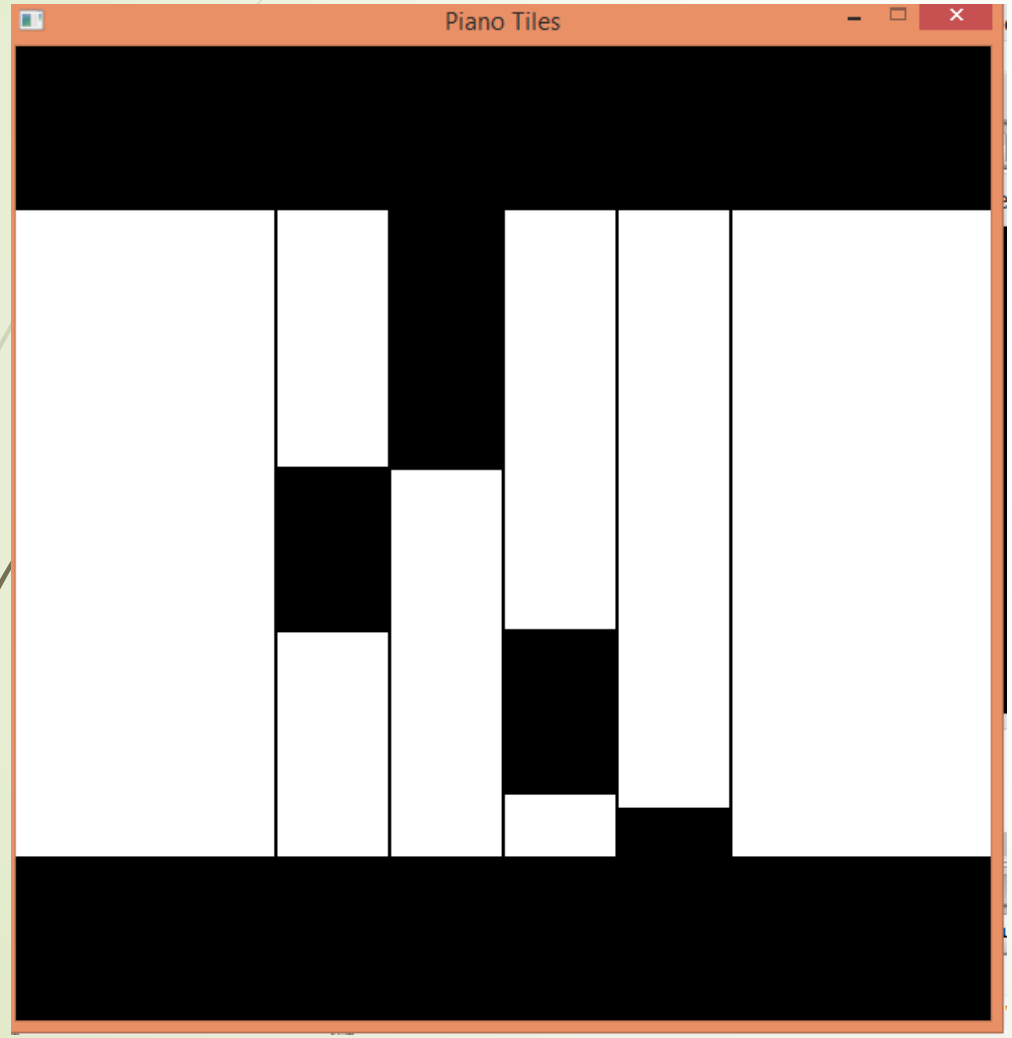


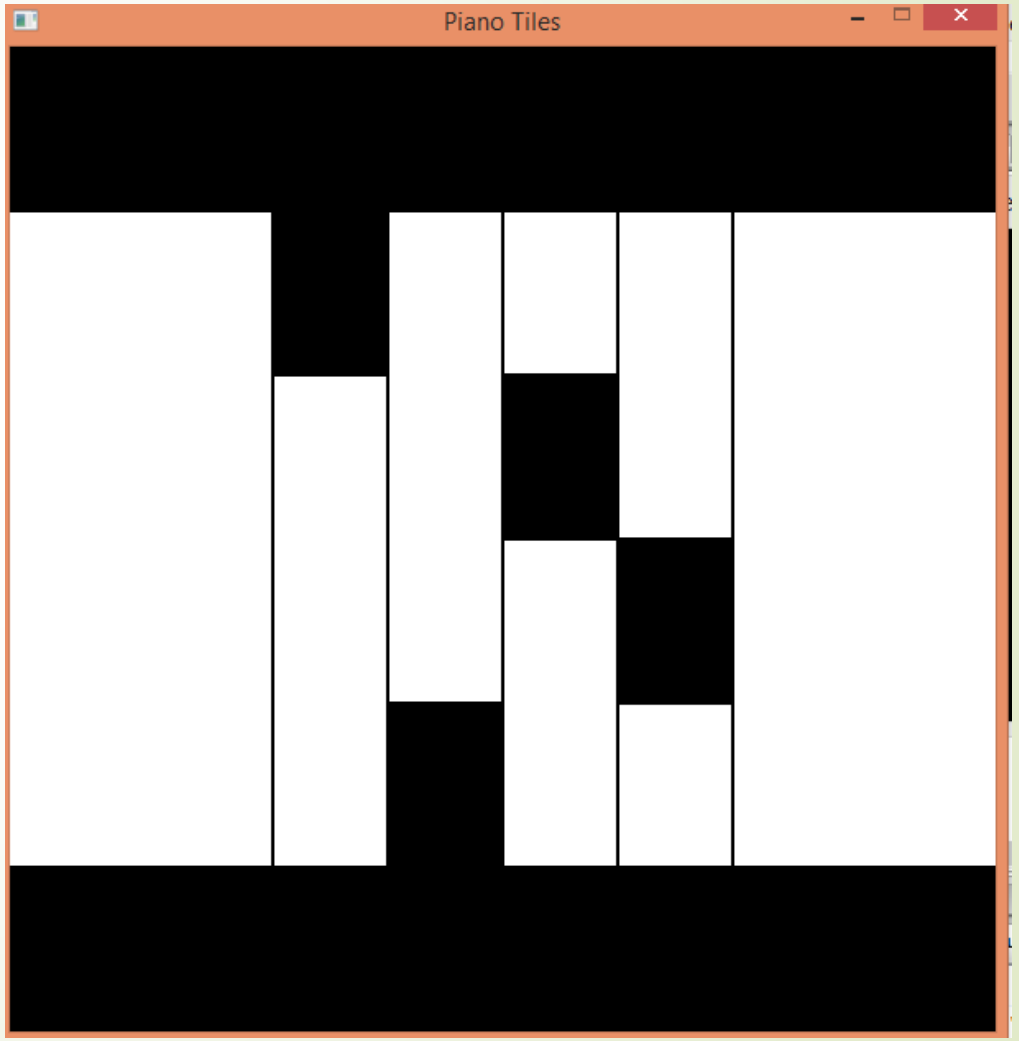


Instructions interface






Piano Tiles


Piano Tiles

CHALLENGES:

- One of the most difficult task was to remove glitches which were produced during movement of black tiles after a click.
- This task was achieved by replacing move graphics function to switch case of tiles. In every switch case all the tiles are newly created.
- Another challenge that we faced was to create a new black tile in first row and shift the previous configuration downwards

FUTURE WORK:

- We are planning to make different modes of the game like freeplay , time travel etc.
- If possible we will make a mode in which tiles move continuously all the time with some specific speed increasing with time . Game ends if the user clicks on wrong tile or the last black tile reaches the end point of game window.
- If possible we will make smooth and continuous movement of black tiles in all modes.
- We are planning to store highest score scored by user in a new file which will be loaded every time game runs.