

PIXEL LOGIC

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Ahmed

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Objective

- Pixel Logic is a captivating puzzle game that challenges players to solve pixel art puzzles using logic and reasoning.
- The primary objective of the Pixel Logic Game is to provide players with an engaging and mentally stimulating gaming experience that encourages problem-solving and critical thinking, while also promoting a love for pixel art and puzzles.
- The game features a collection of pixel art puzzles, consists of simple and complex, that players must complete by deducing the correct placement of pixels based on the numerical clues provided on the side and top of the board.

Let's Play PIXEL LOGIC

Rules

- To solve each puzzle, players need to fill in the grid with colors following the numerical clues provided on the sides of the grid.
- The clues indicate the number of connected squares of the same color in a row or a column.
- There can be more than one clue for row or a column, then there must be at least one blank square between each sequence
- Order is important. The order for colored squares is same as the order in which the clues appear
- Highest score is 1500 and it will reduce with rate of one second



Left click mouse option (LMB): To fill the box with color. 150 scores will be reduced if you choose wrong box.

Right click mouse option (RMB): To lock the box, to not click again to fill and it save scores.

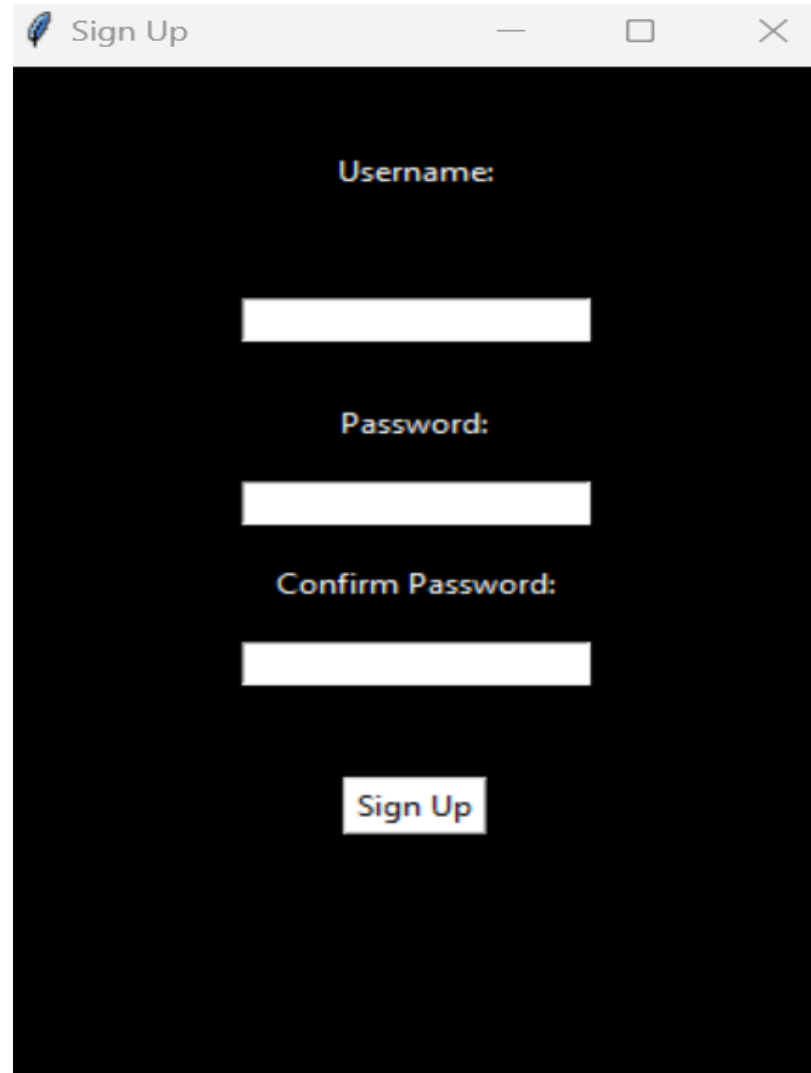
Authentication

- User Sign Up
- User Login
- Play as Guest

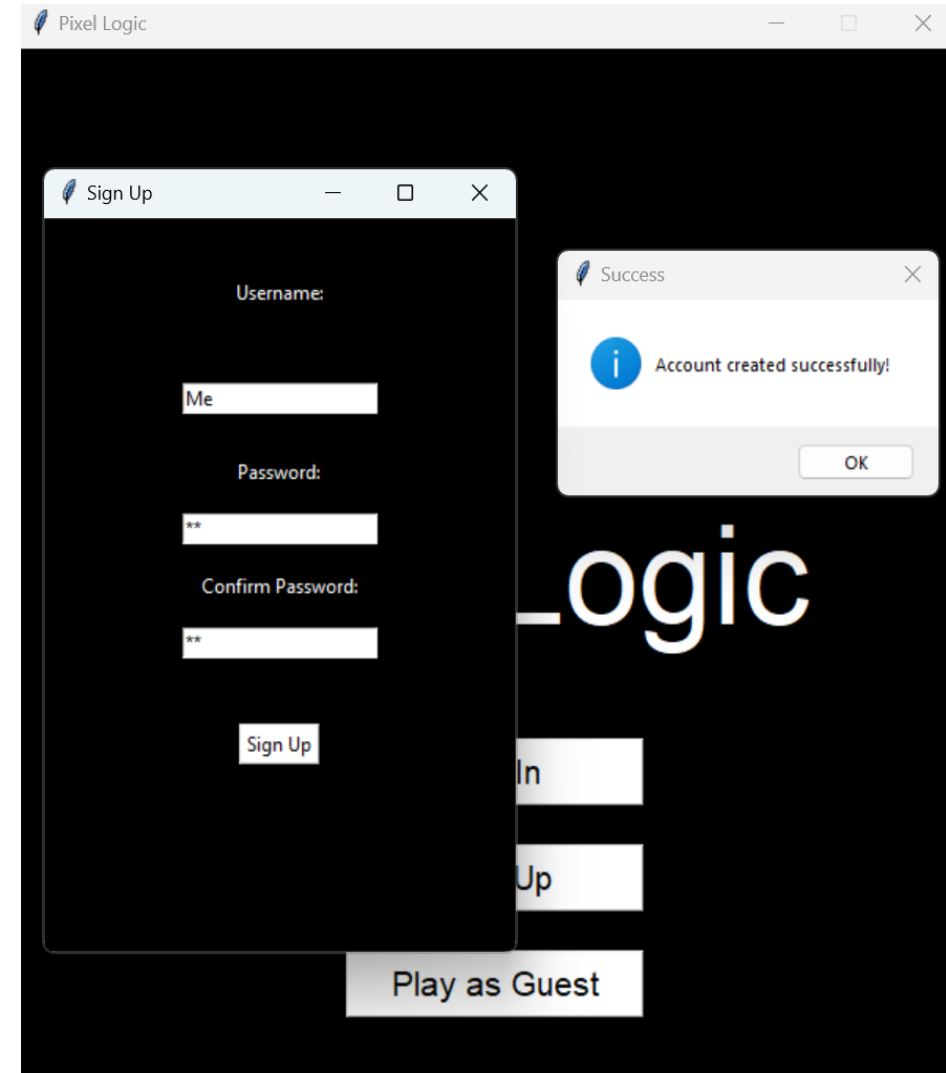


User Sign Up

After clicking
Sign Up, user
can create new
account by
giving
Username and
Password.

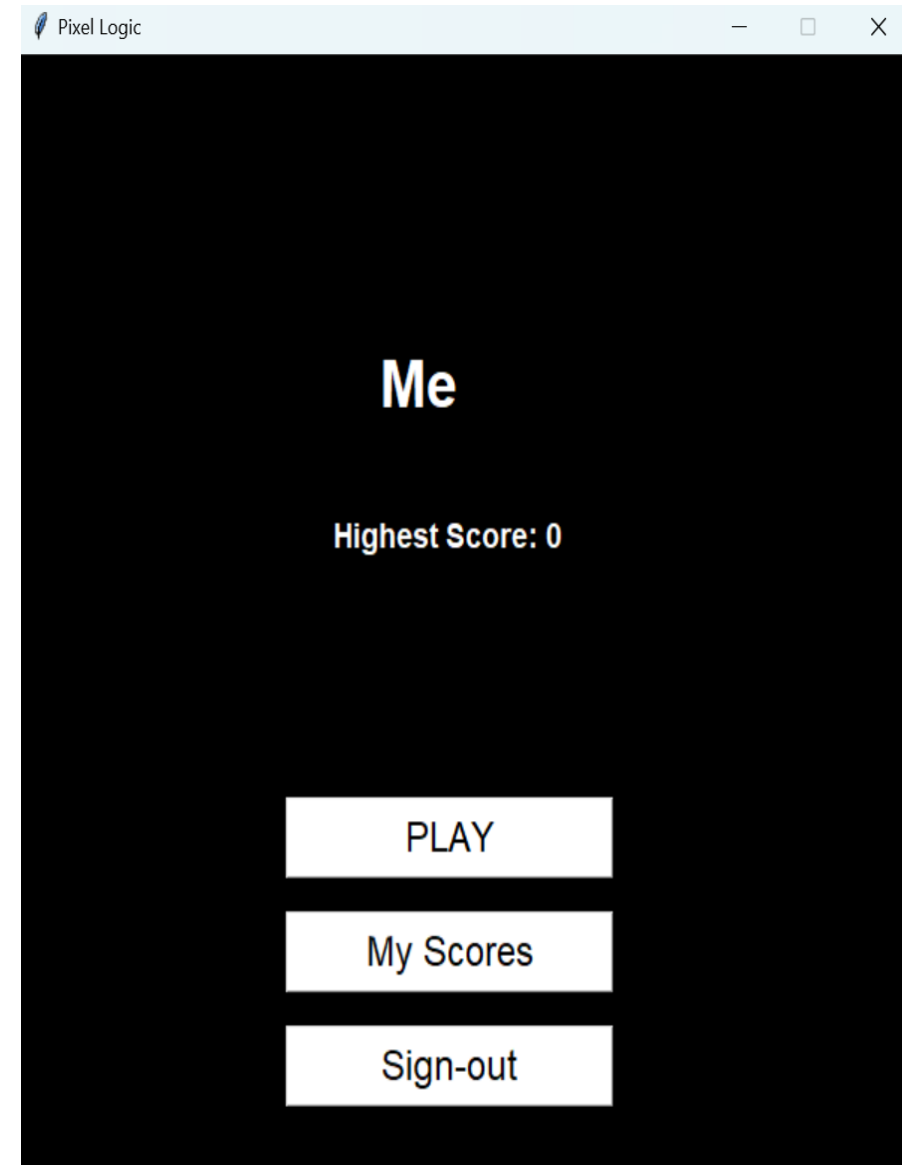


A screenshot of a 'Sign Up' window with a dark background. It contains three input fields: 'Username:', 'Password:', and 'Confirm Password:'. Each field is represented by a white rectangular box. Below the fields is a 'Sign Up' button.



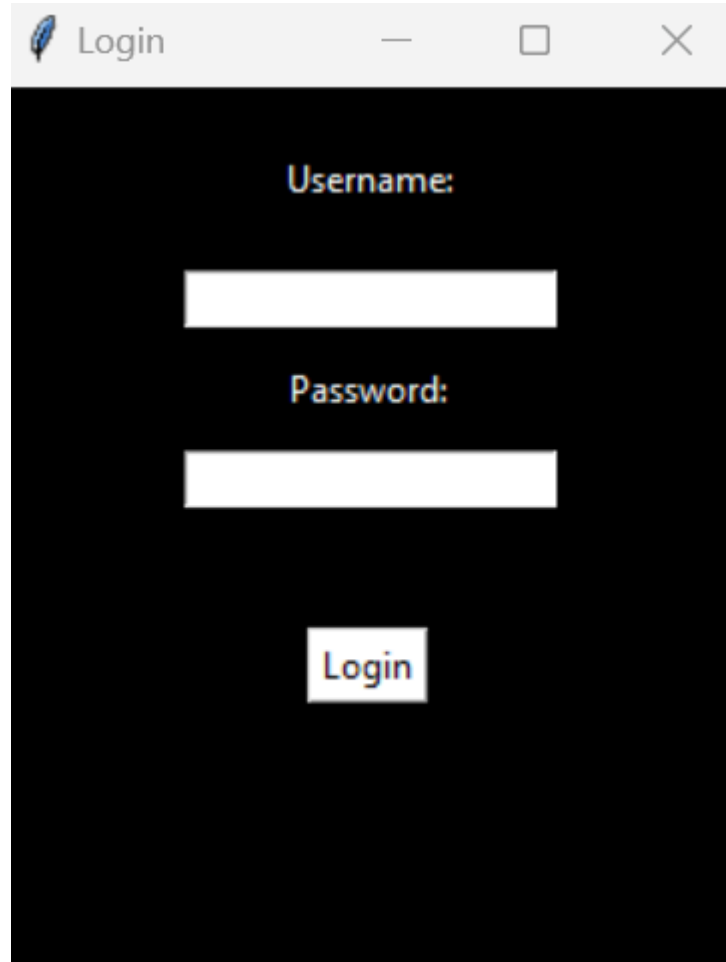
A screenshot of the 'Sign Up' window with a dark background, showing the form filled out. The 'Username' field contains 'Me', the 'Password' field contains two asterisks, and the 'Confirm Password' field also contains two asterisks. A 'Sign Up' button is visible below the fields. To the right of the form, a 'Success' dialog box is open, displaying a blue information icon and the text 'Account created successfully!'. Below the dialog box, there is an 'OK' button. In the background, a 'Pixel Logic' logo is partially visible, along with buttons for 'In', 'Up', and 'Play as Guest'.

- After completing sign up for a user successfully, user can start playing the game.
- User has following menu options
 - Play
 - My Scores
 - Sign-out

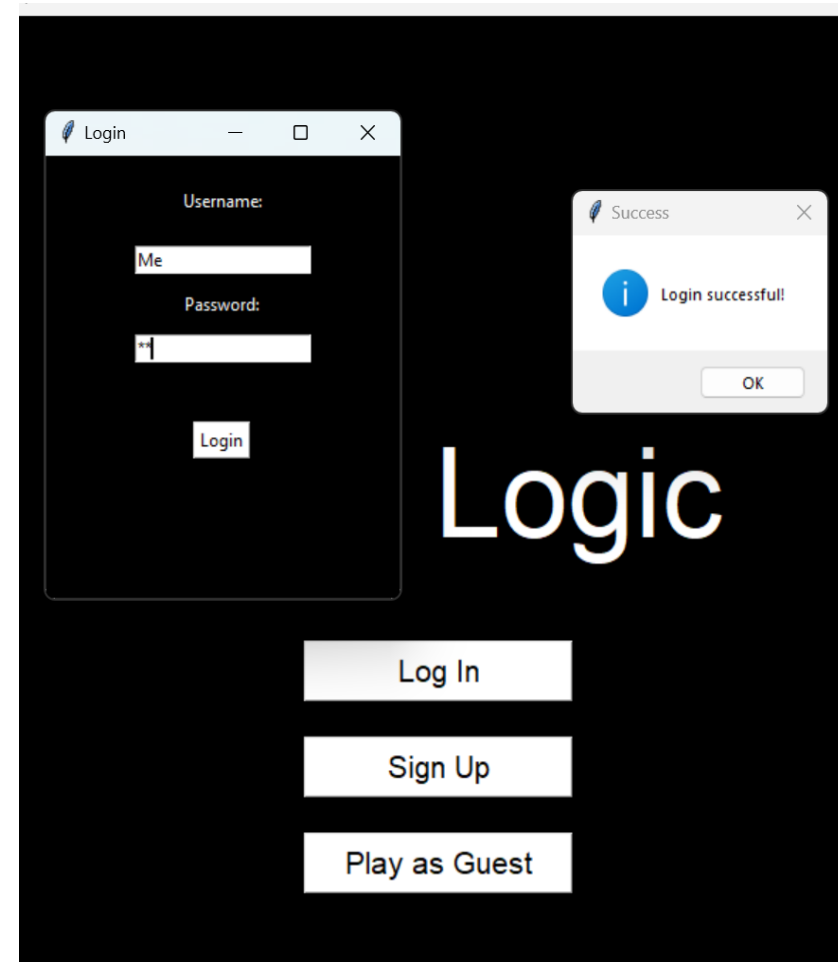


User Login

For existing player
can click Login,
provide Username
and Password and
play the game.

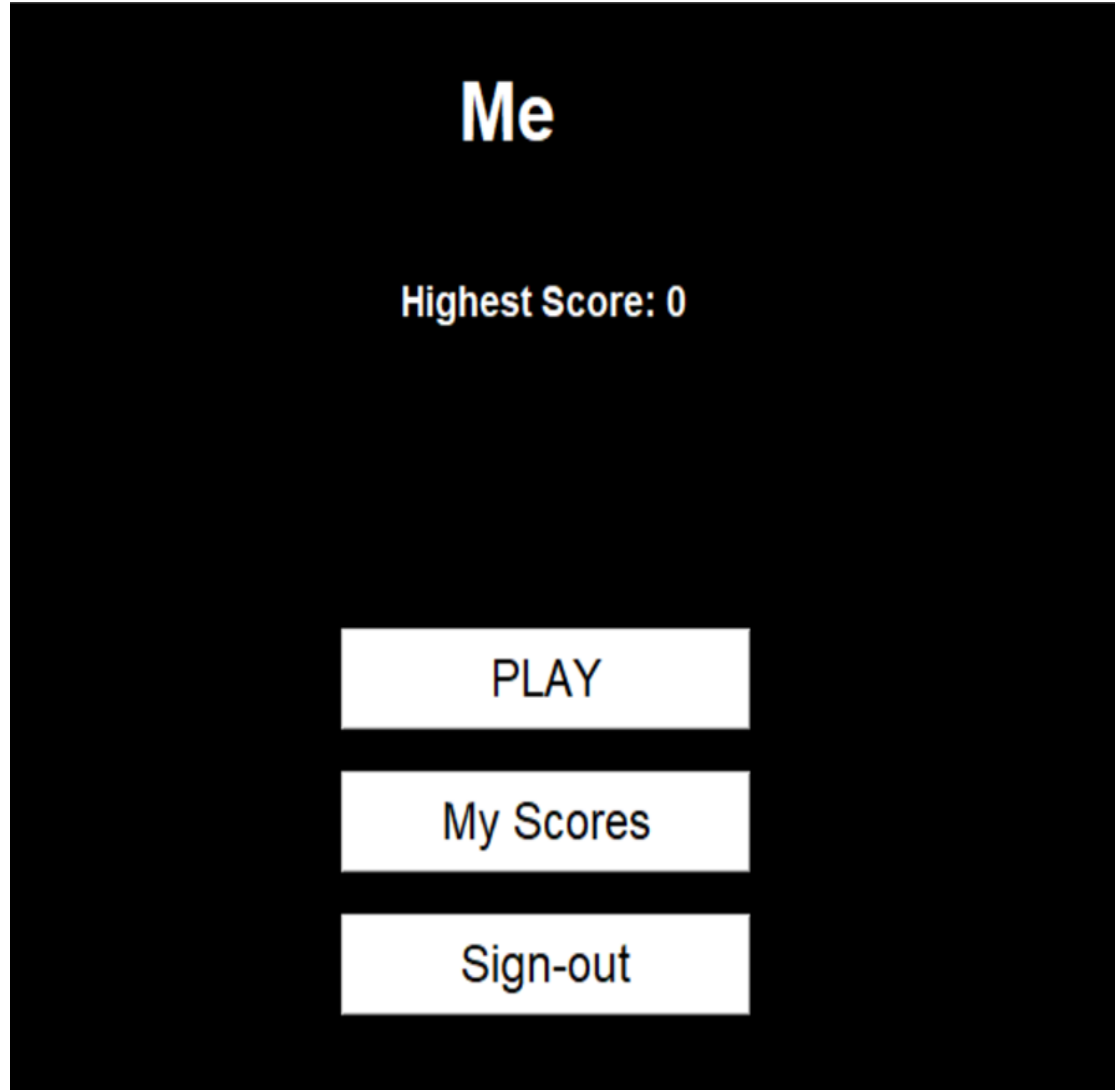


A screenshot of a 'Login' window with a black background. It features two white input fields labeled 'Username:' and 'Password:' in a yellow font. Below the fields is a white 'Login' button with blue text. The window has a standard title bar with a feather icon, the title 'Login', and minimize, maximize, and close buttons.



A screenshot of the 'Login' window with a black background, showing a successful login state. The 'Username:' field contains 'Me' and the 'Password:' field contains '1'. A 'Login' button is visible below the fields. To the right, a 'Success' dialog box displays a blue information icon, the text 'Login successful!', and an 'OK' button. Below the login window, three white buttons are stacked vertically: 'Log In', 'Sign Up', and 'Play as Guest'. The word 'Logic' is written in large white text on the right side of the screen. The window has a standard title bar with a feather icon, the title 'Login', and minimize, maximize, and close buttons.

Main Menu



Logged in User

Highest Score

Play :- Start playing the game

My Scores :- Display current user's scores

Sign-out :- User can log out from here

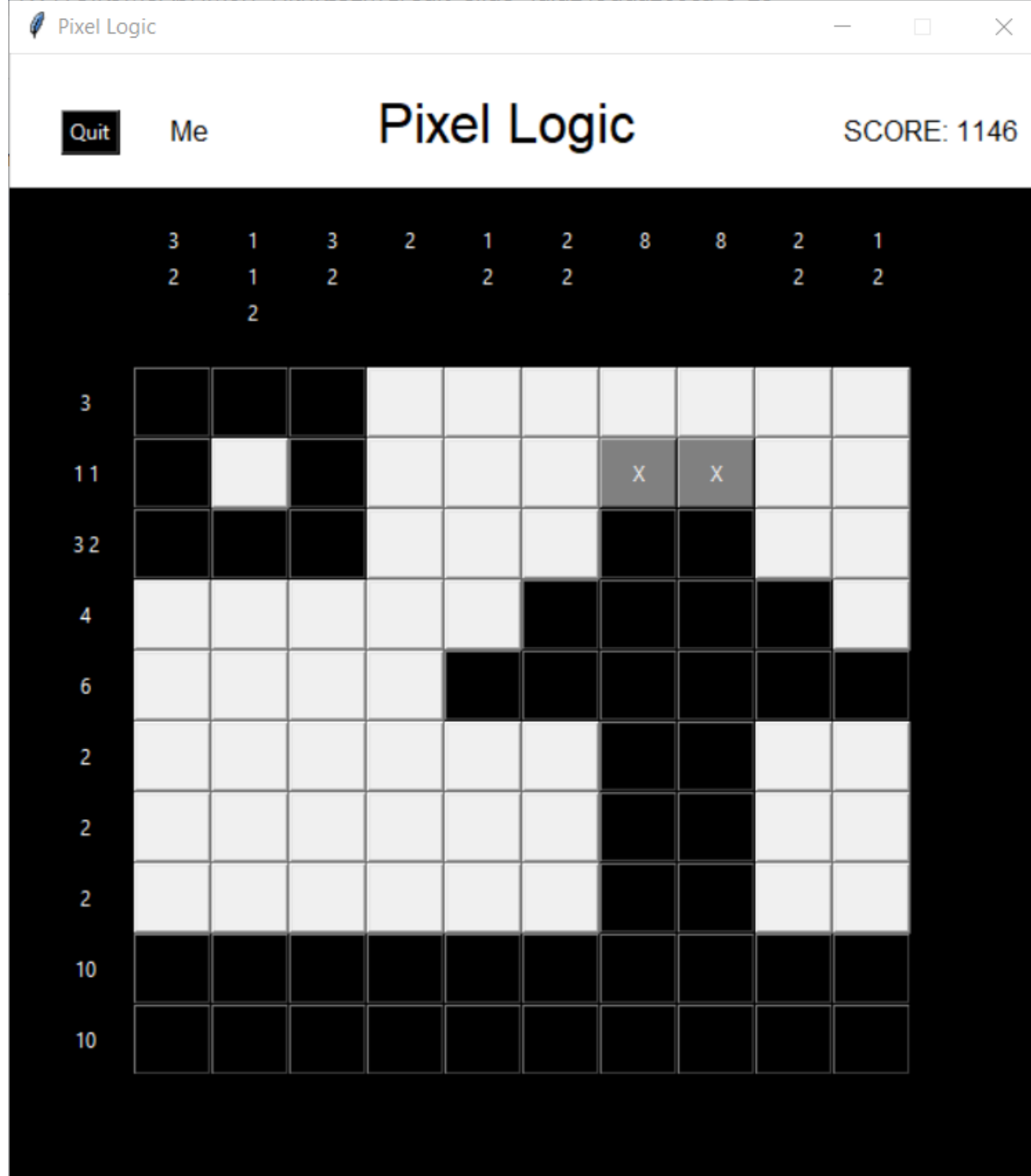
Game Interface

- Title
- Board
- Score Counter
- Quit
- You Won
- You Lost
- Retry

Quit - To quit the game and return to main menu

Username - Showing logged in username

Clues in Rows
Showing number of cells need to color for the row

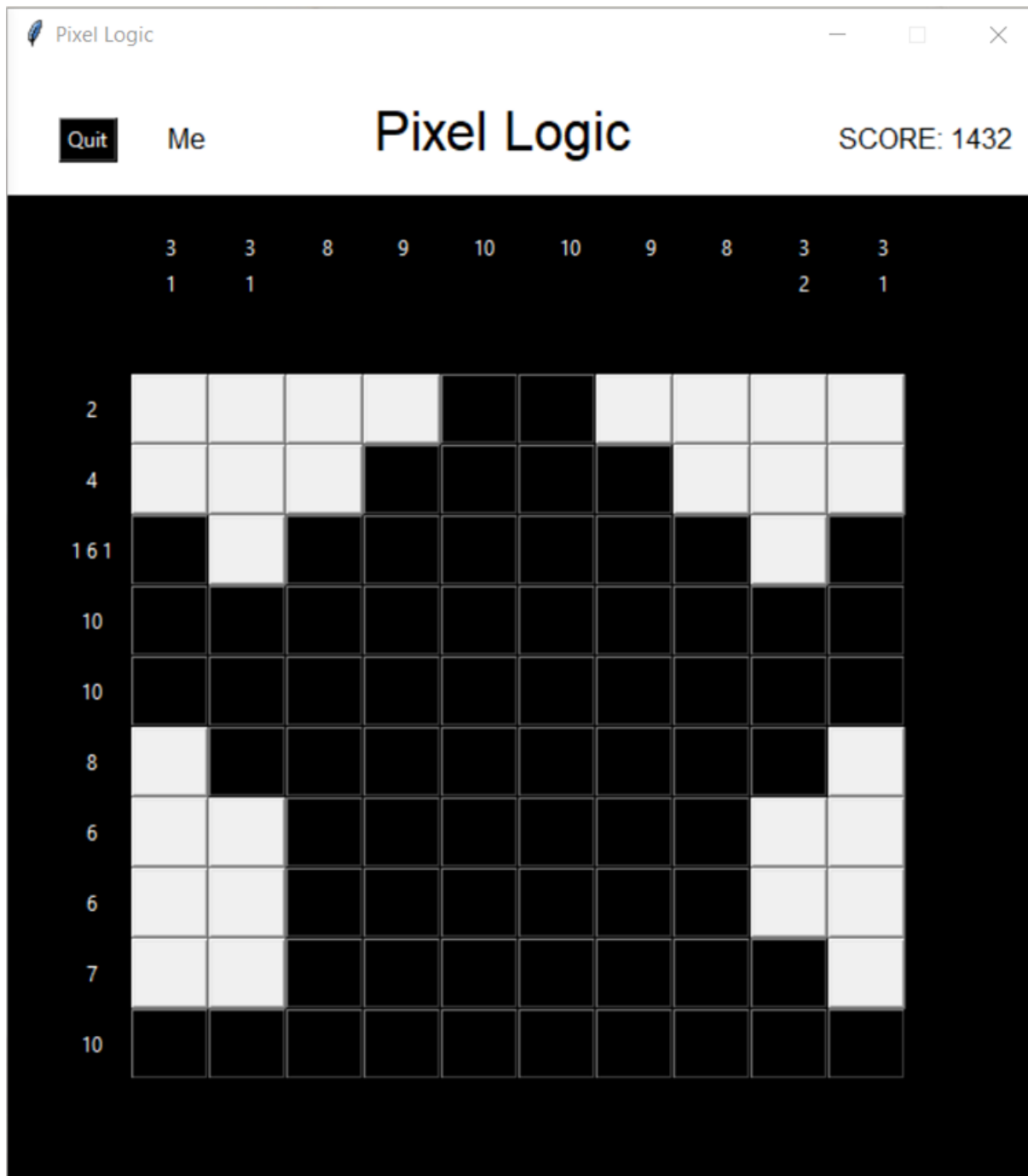


Score- Live score of this level

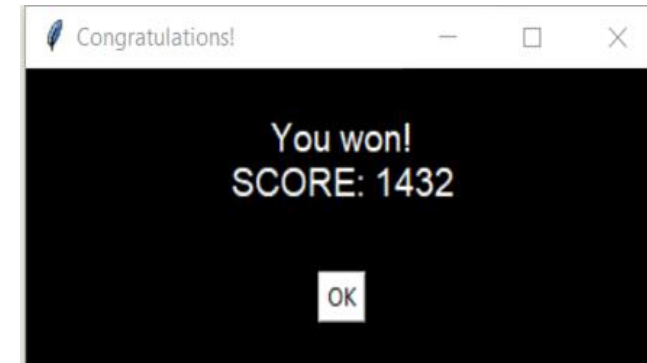
Clues in Columns- Showing number of cells need to color for the column

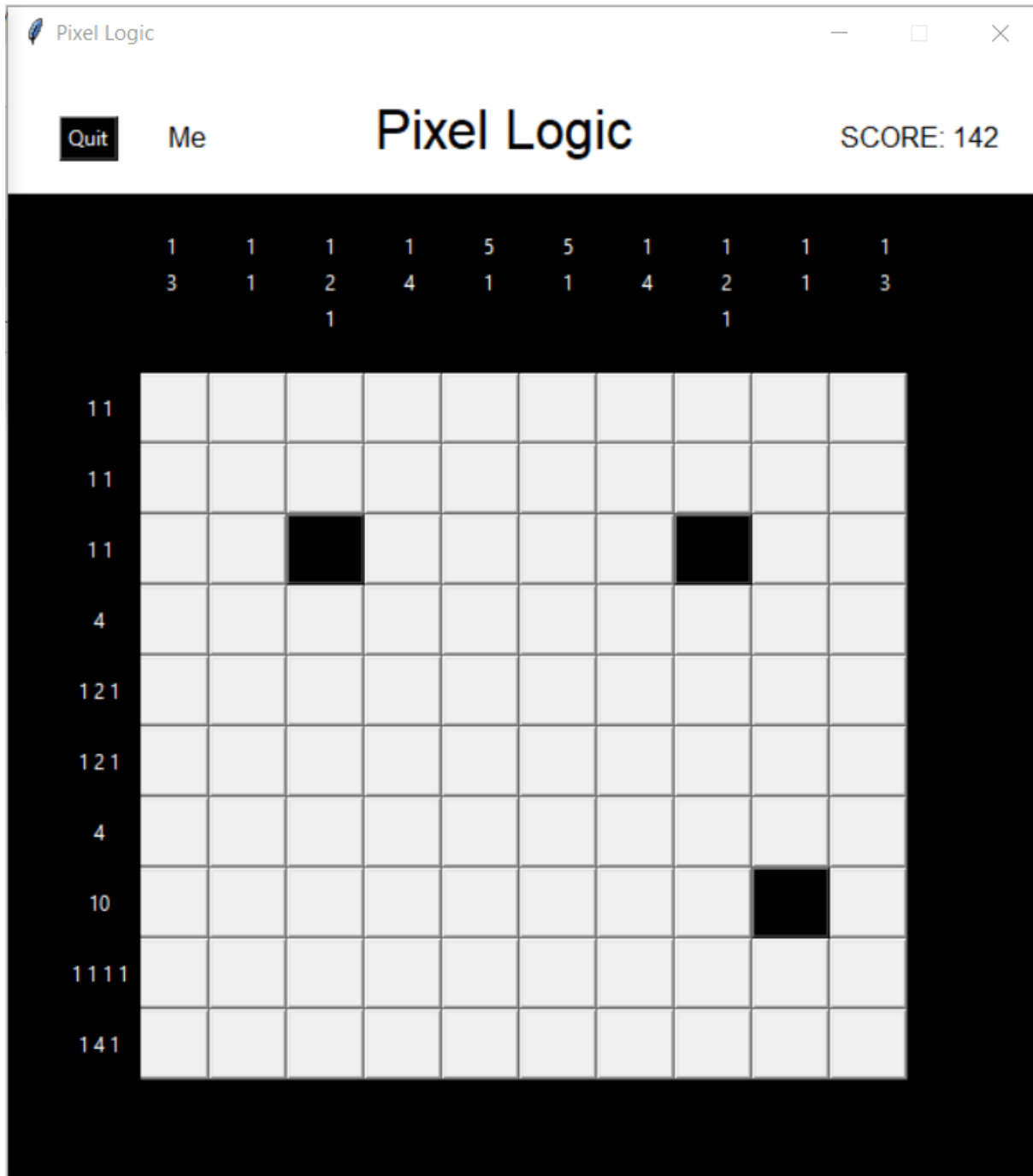
Wrong Cell Clicked- x for RMB and locked the cell

Correct Cell Clicked
colored Black after left click



Once the level completed
correctly
You won!



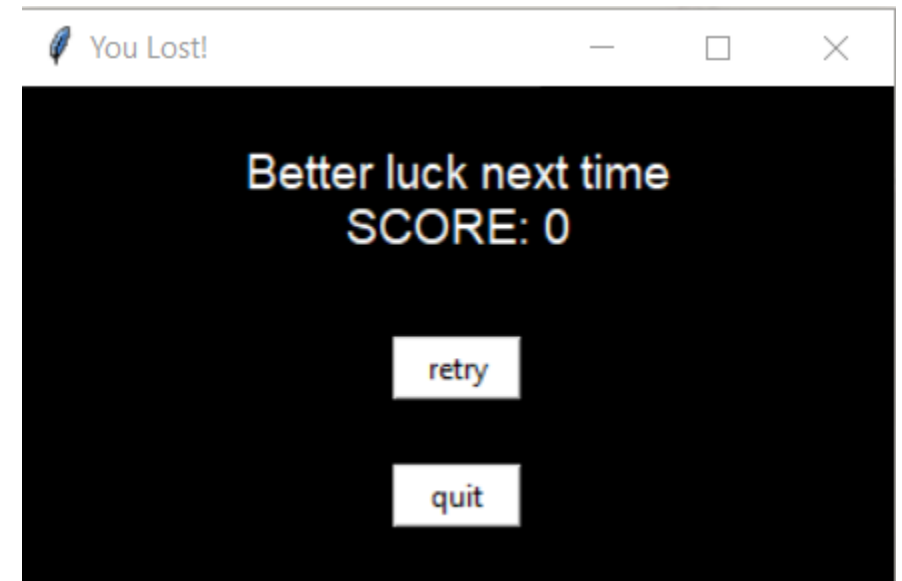


Once lose the level

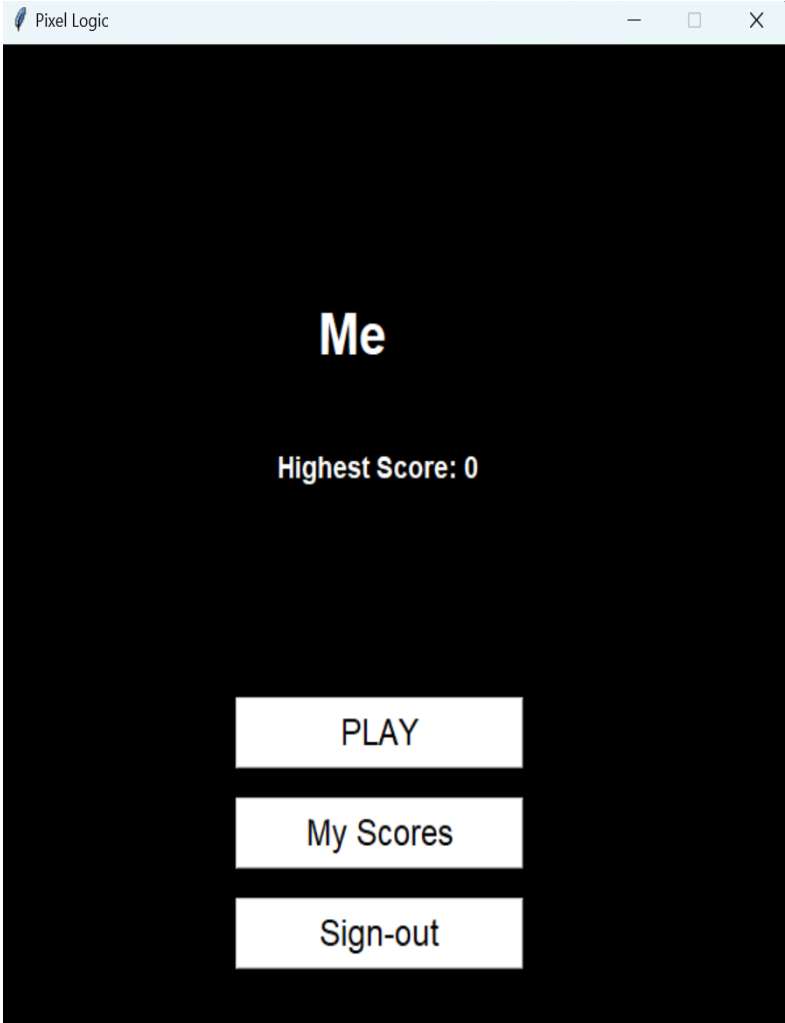
You Lost!

Then

- retry or
- quit the game!



Click on My Scores to see historical scores you gained for earlier game sessions



Enjoy Pixel Logic !

