

OOP Assignment

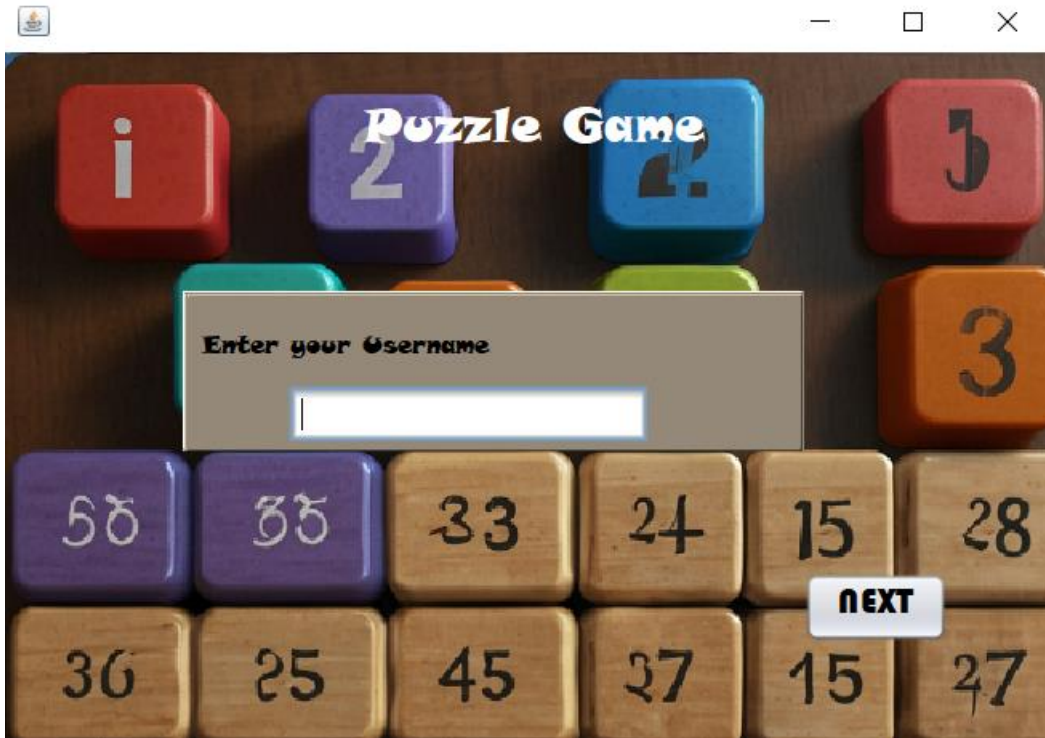
Slide Puzzle Game

DEVINDI Y.D.

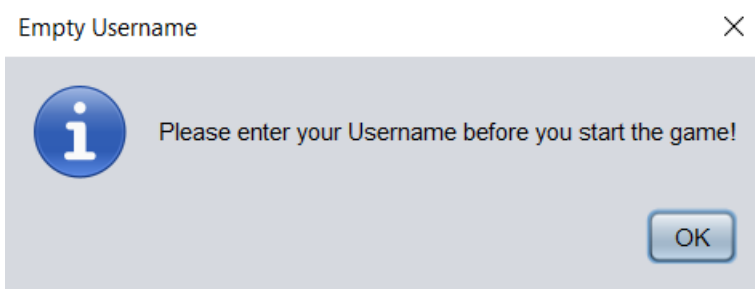
SLIDE PUZZLE GAME

First window (Details window)

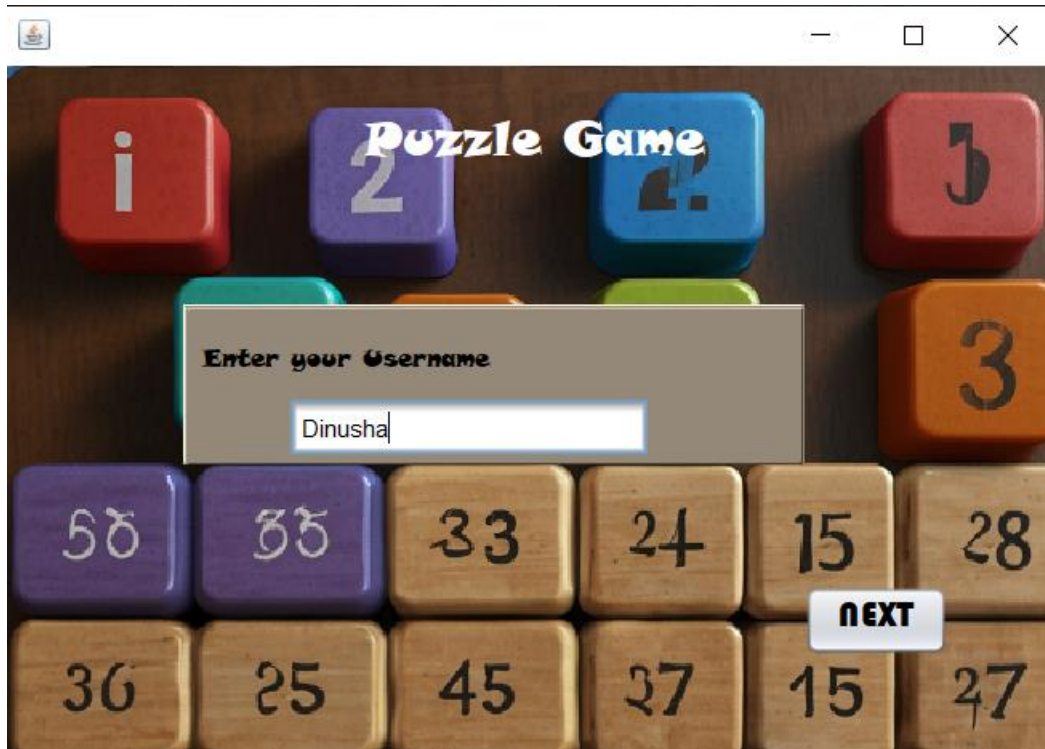
Get Player's username.



If the **NEXT button** clicks when Username is empty, then popup this message box.



After entering username, then clicks **NEXT button** and open second window (Options).



In here, we can select Normal level or Optional level as follows.



If we click **NEXT button** without selecting options, then popup this message box.

Select Option



Please select Level or Options that you want!

OK

If you click, Normal option, then you can't click the optional buttons.

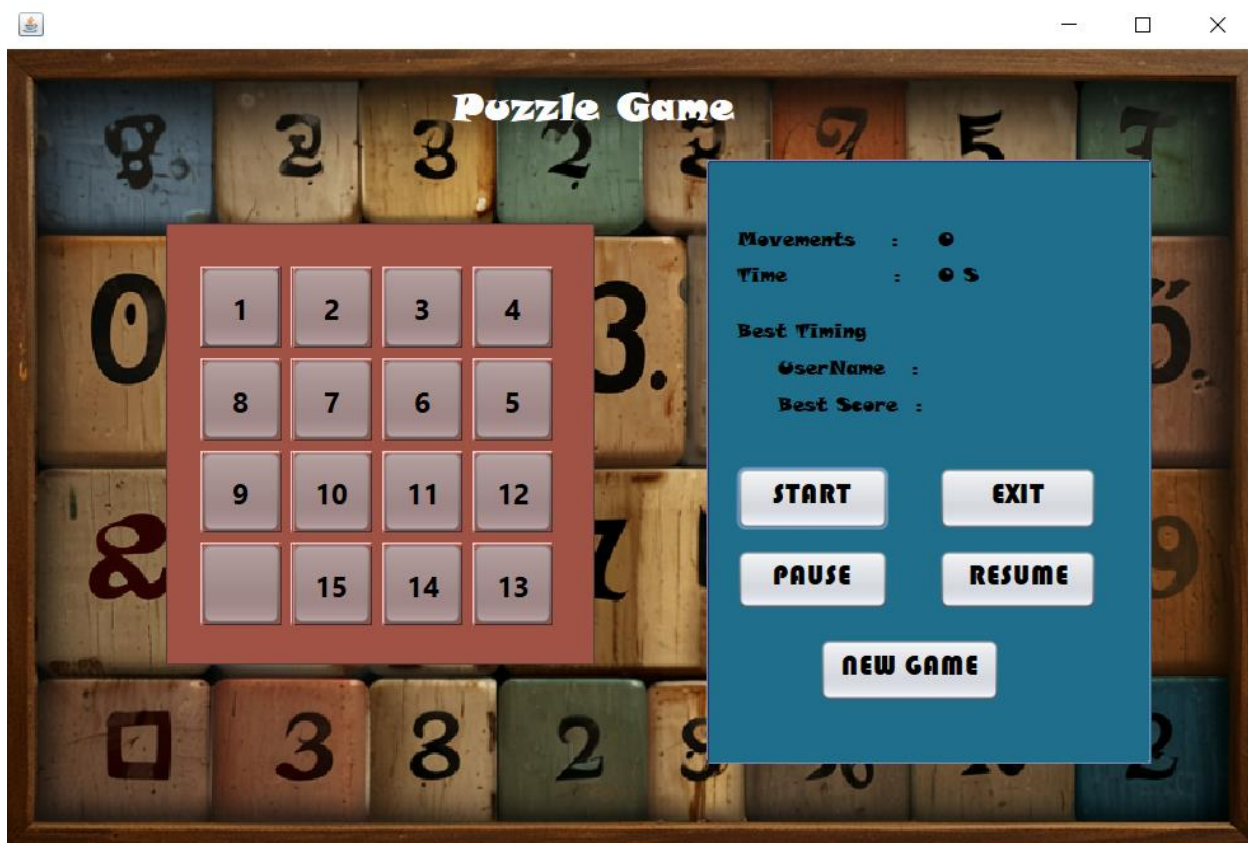
Normal Level



When clicks, **NEXT button** then visible game window (Puzzle) as below.

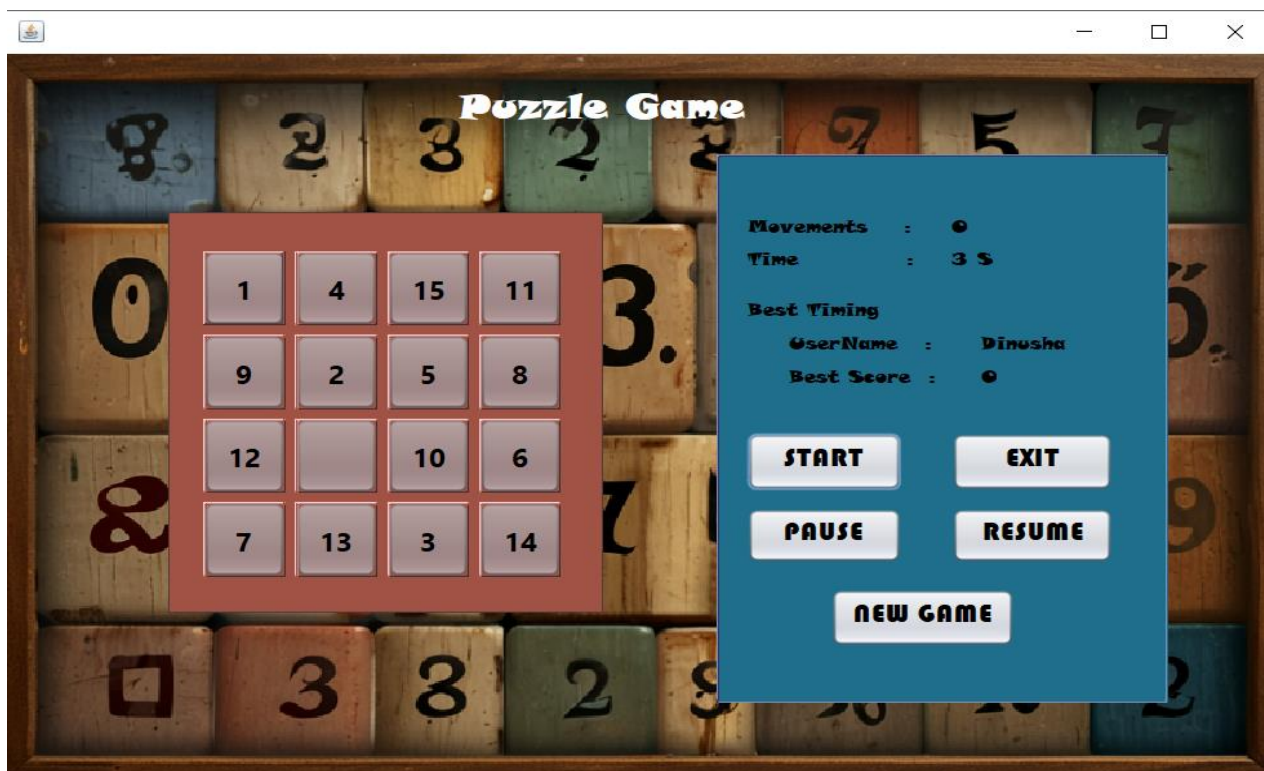
This is Normal Level Interface, Because of that time or movements haven't any limit, so you can do this game any time limit or movements.

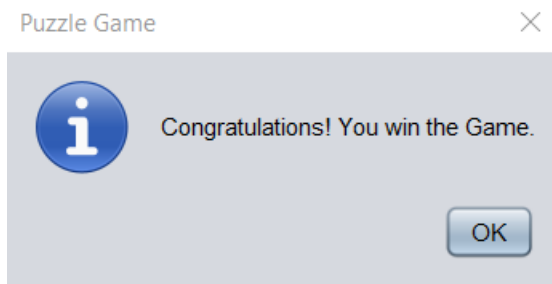
After pressing **START** button you can start the game, If you want you can **PAUSE** the game and **RESUME**.



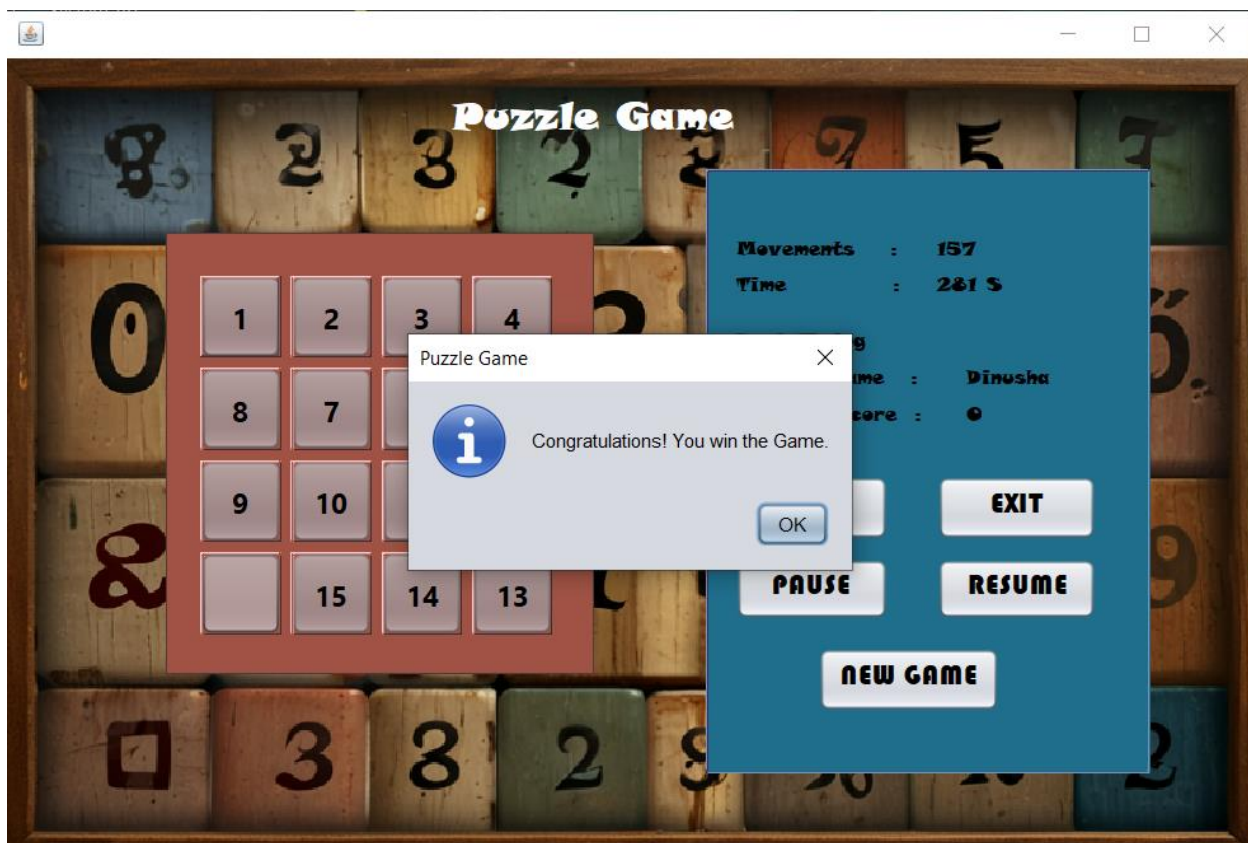
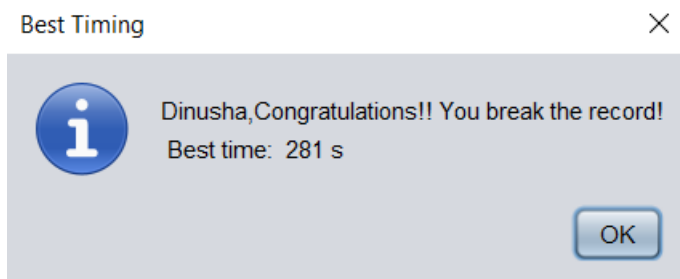
When clicks **START Button** then shuffle the puzzle. (Shuffle to solvable one).And display best Time score .In here this is the first game, such that the best time is 0 s.

After you win the game, then popup this message box.

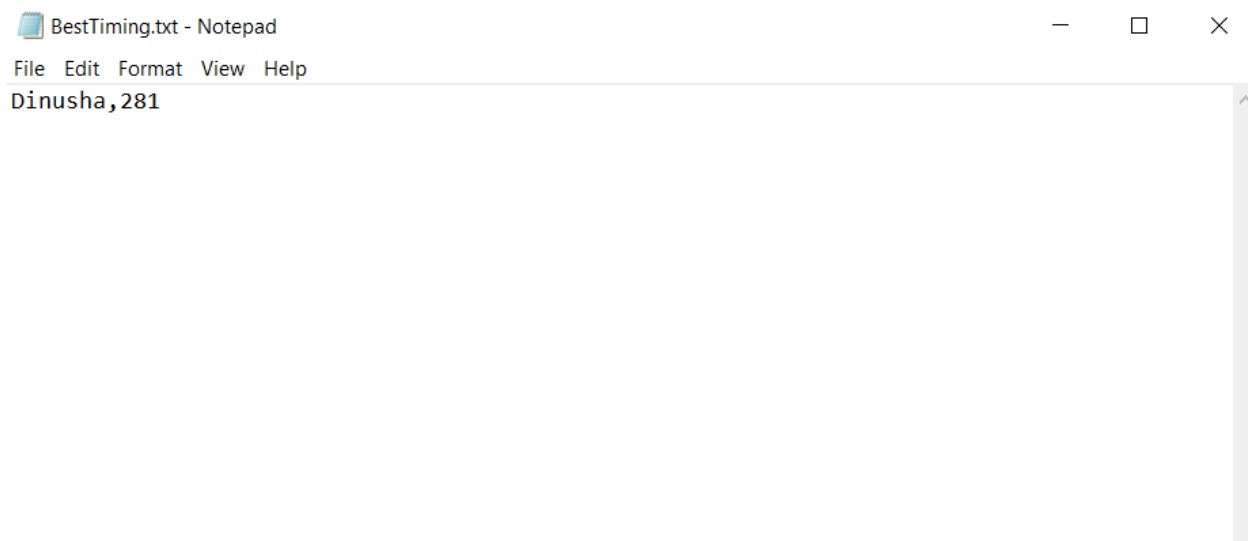
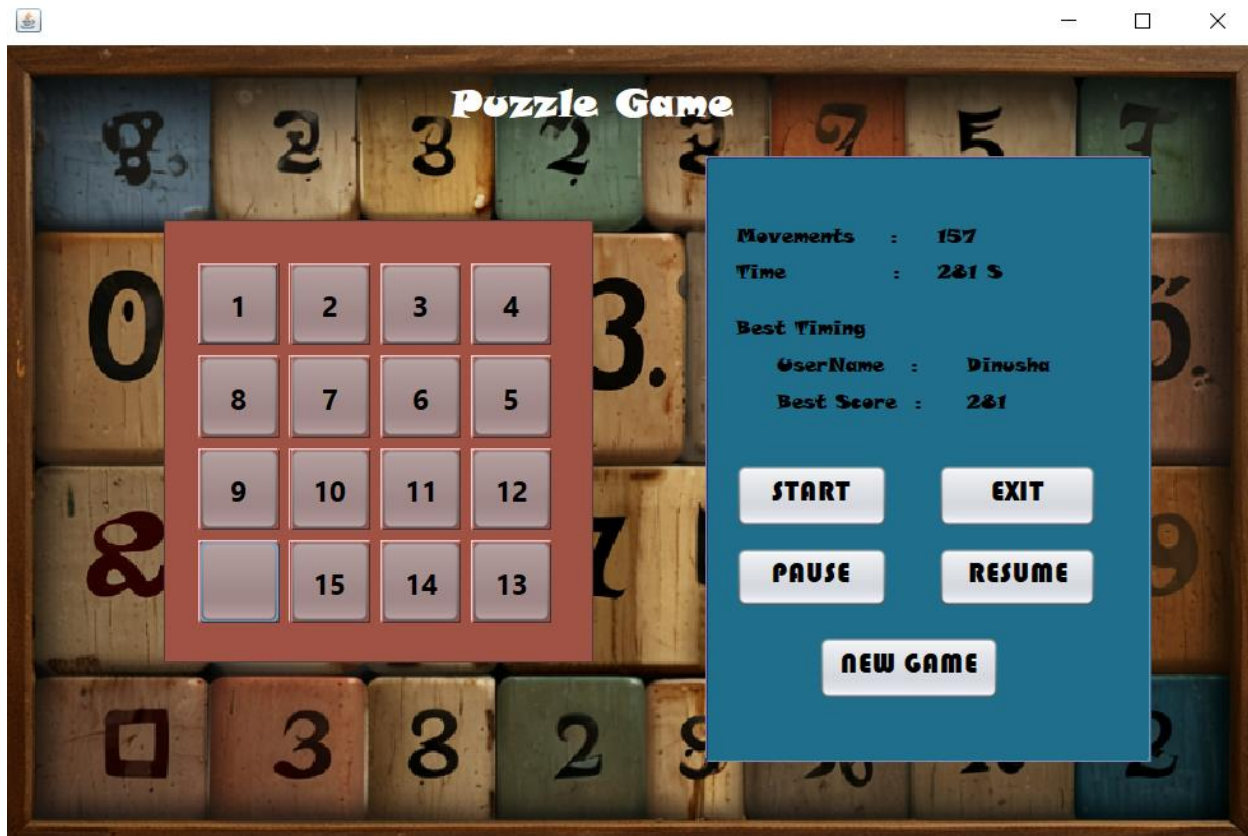




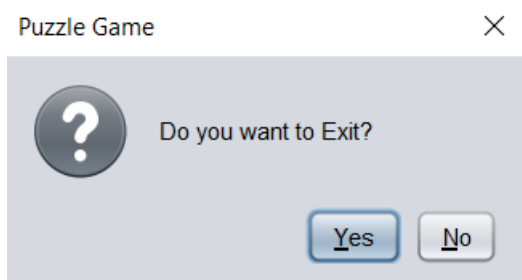
After this message box, it's checks, user pass the best timing or not. If he achieves best timing, then popup this message box.



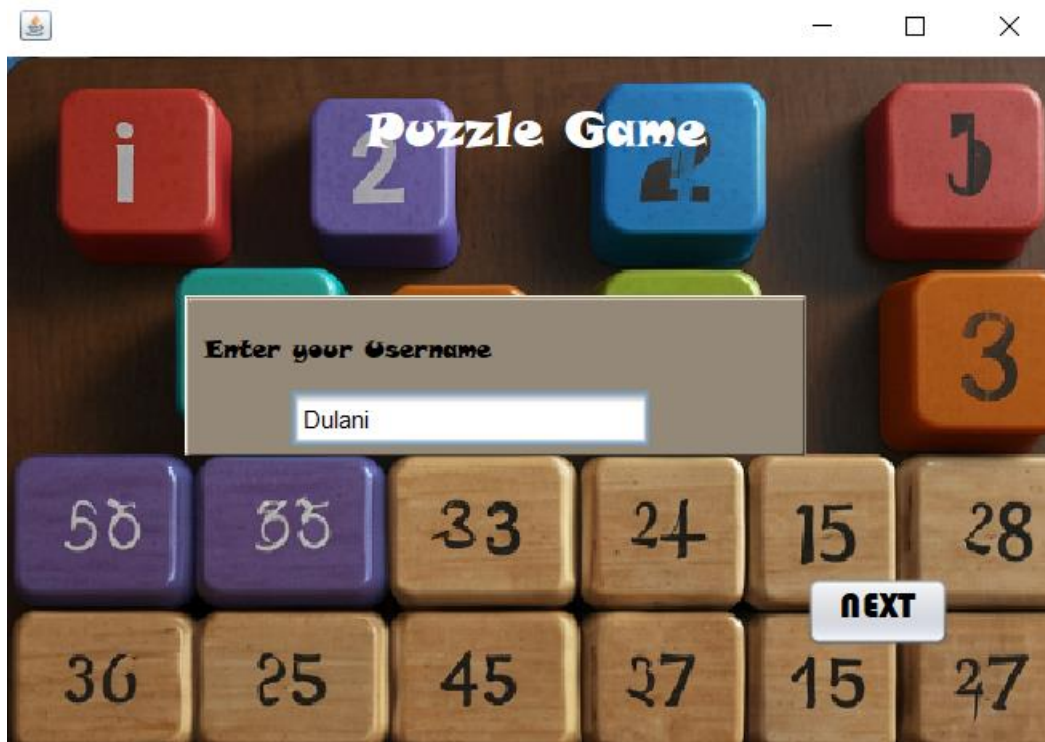
And update the window best timing score and write that username and best time on "**BestTimng.txt**" file. I only added the best timing username and time.



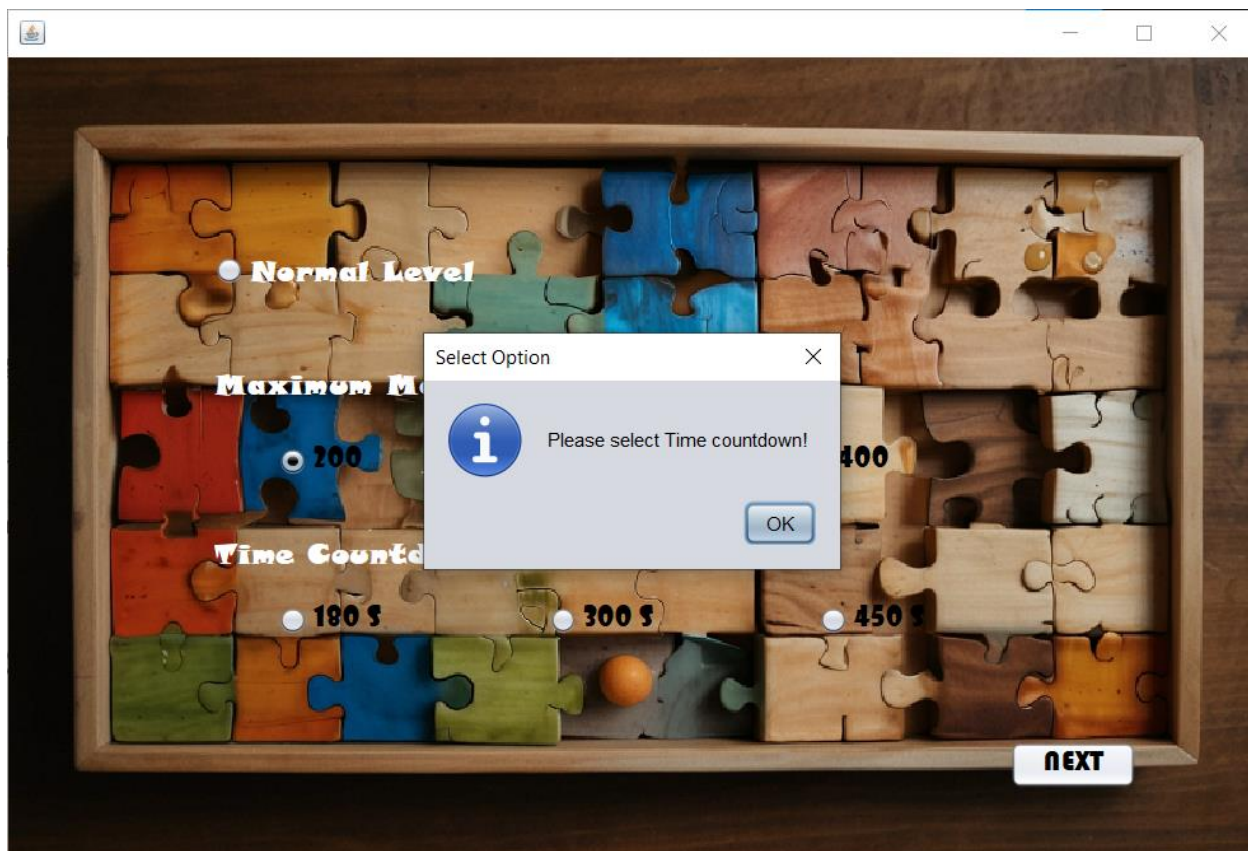
If click the **EXIT** button, then popup this message box.

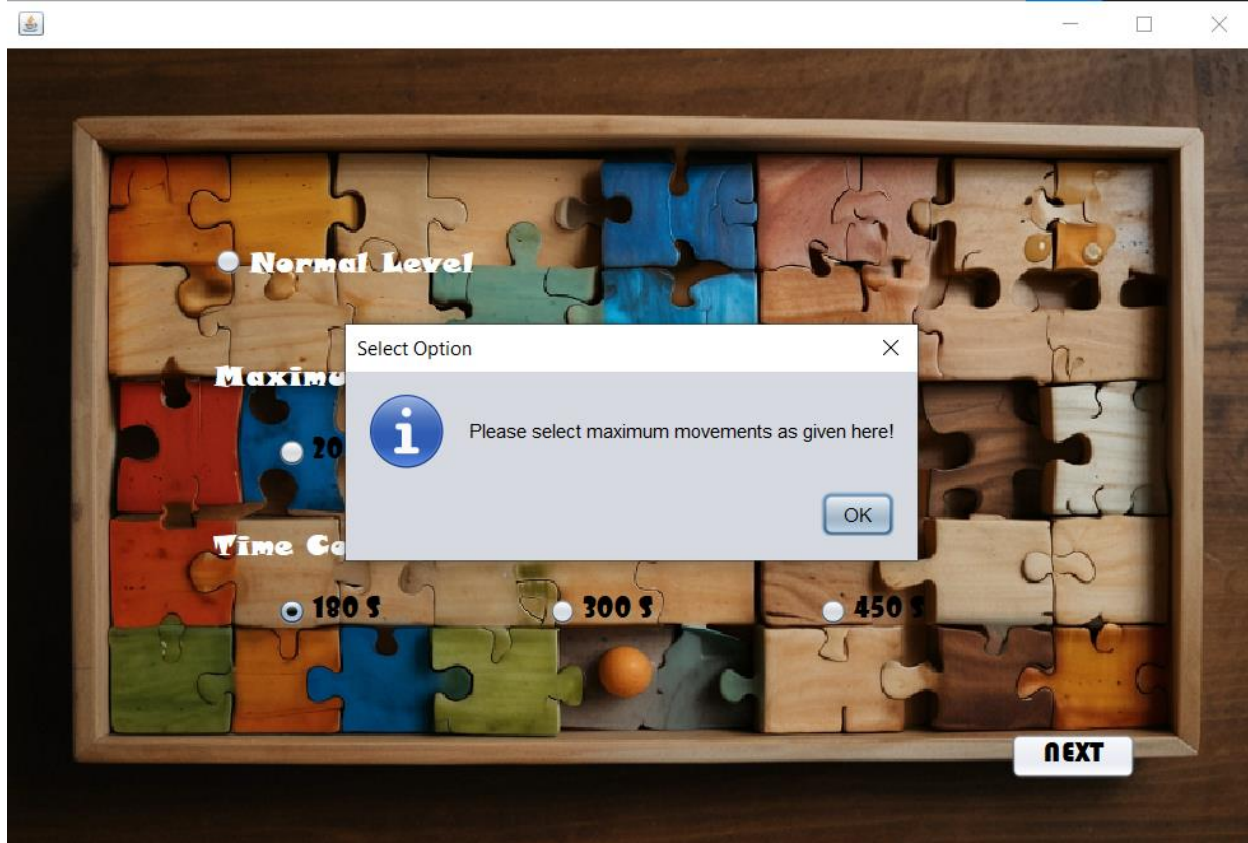


Optional Level

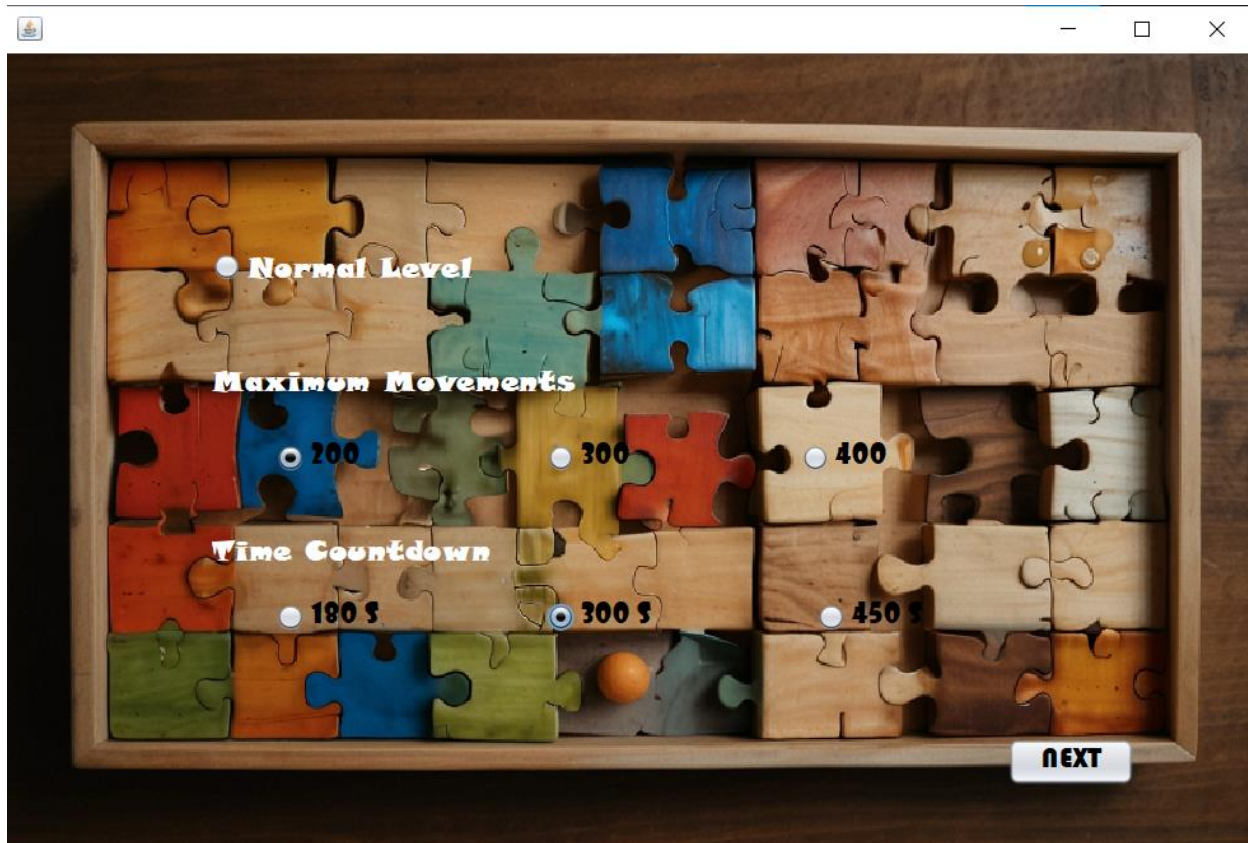


In optional level you can select two options as below. If you clicks **NEXT button**, without selecting both options, then popup message box as follows.

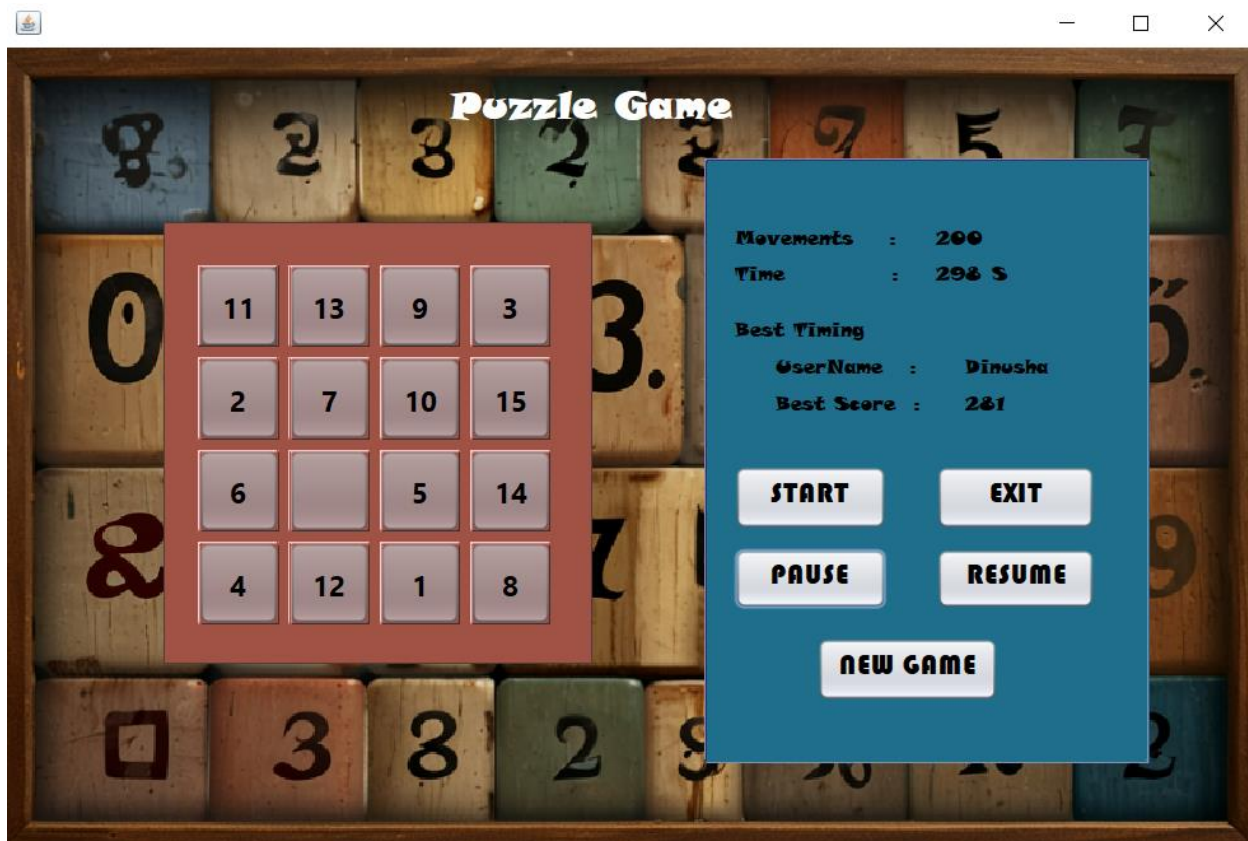




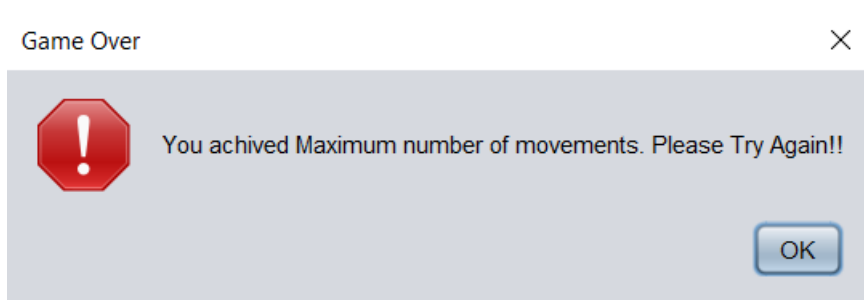
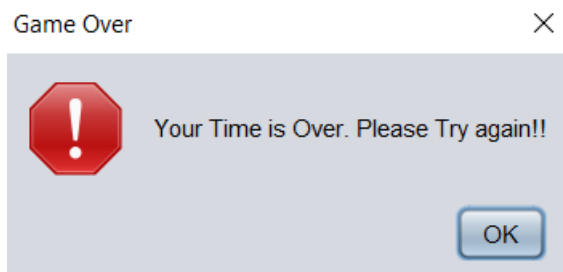
After selecting those options, you can click **NEXT button** and start the game as previously.

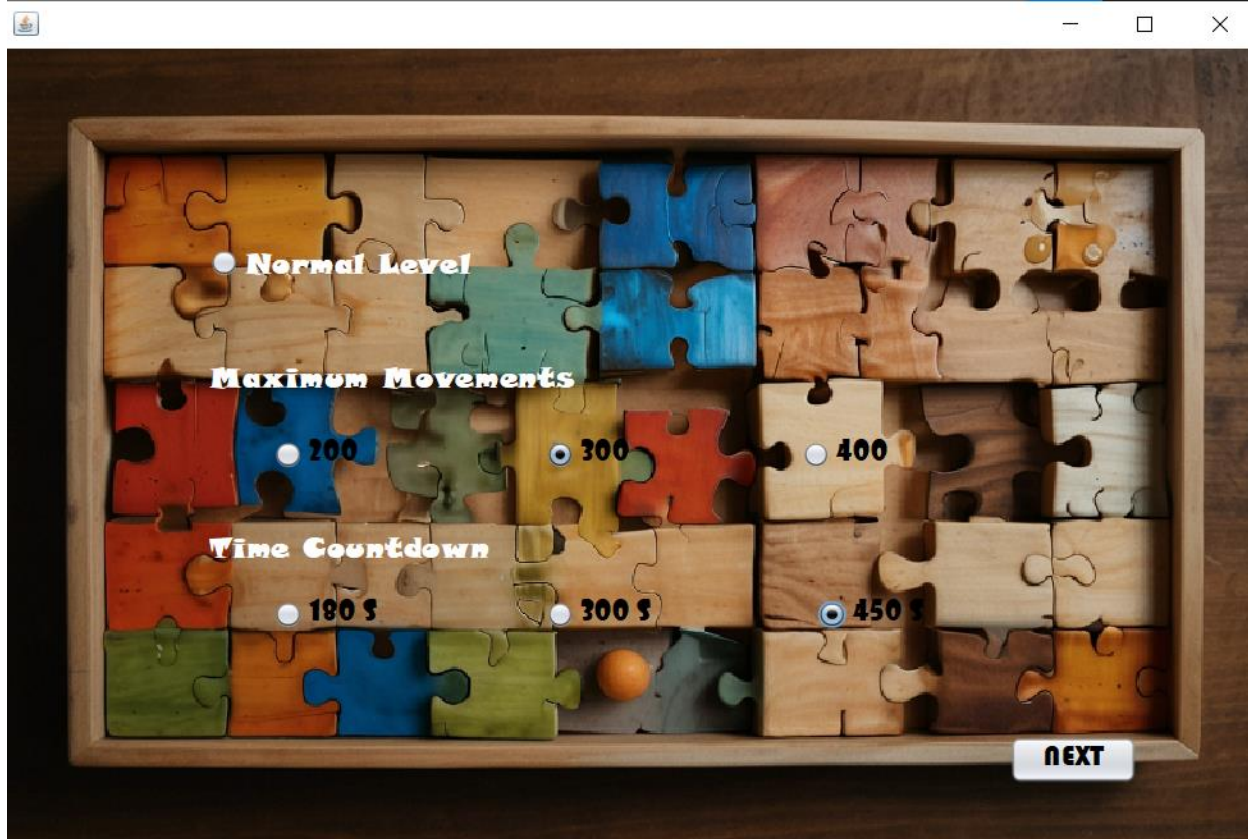
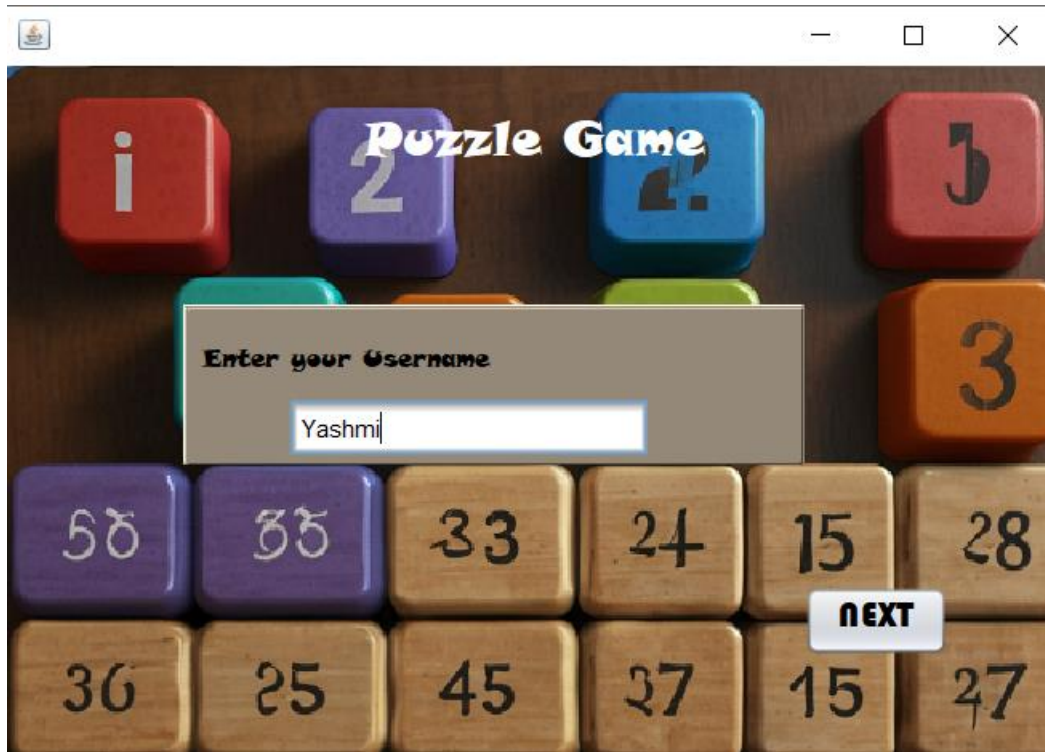


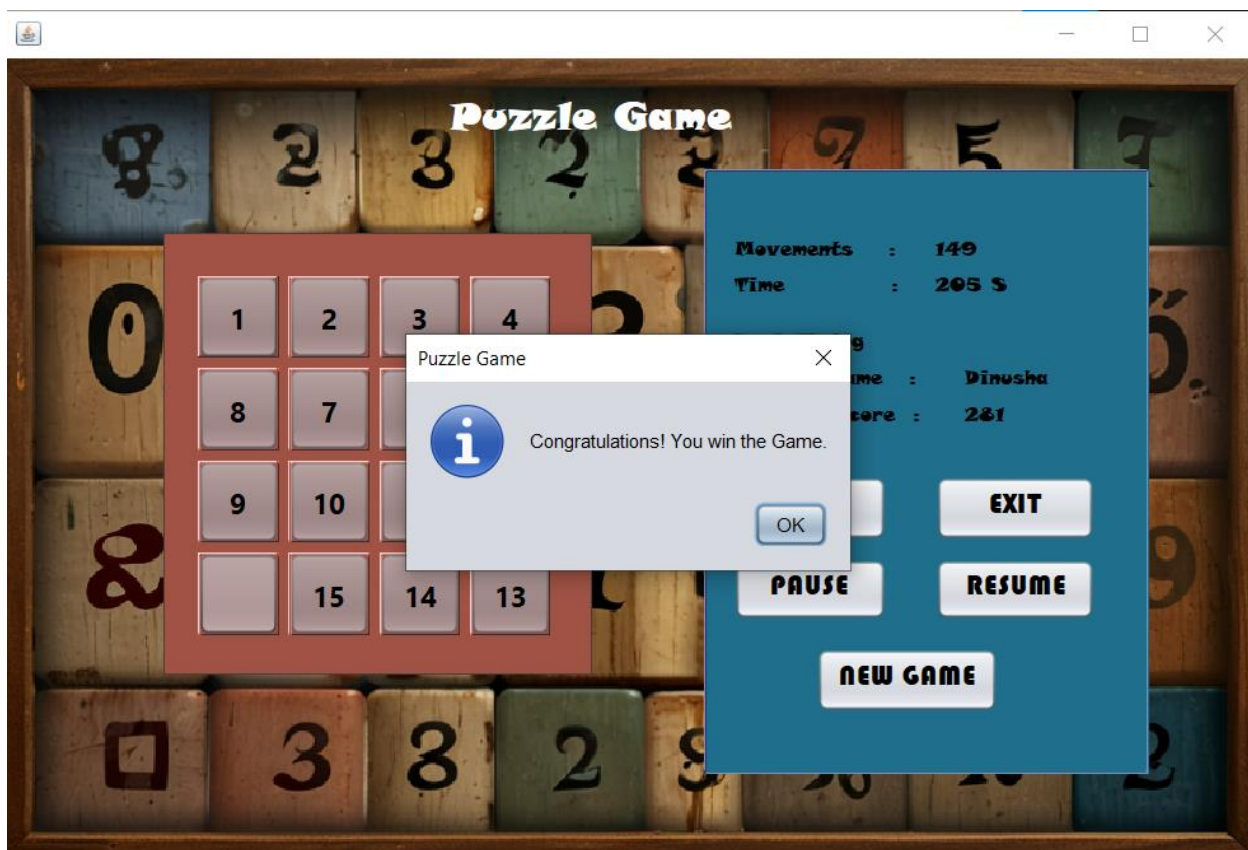
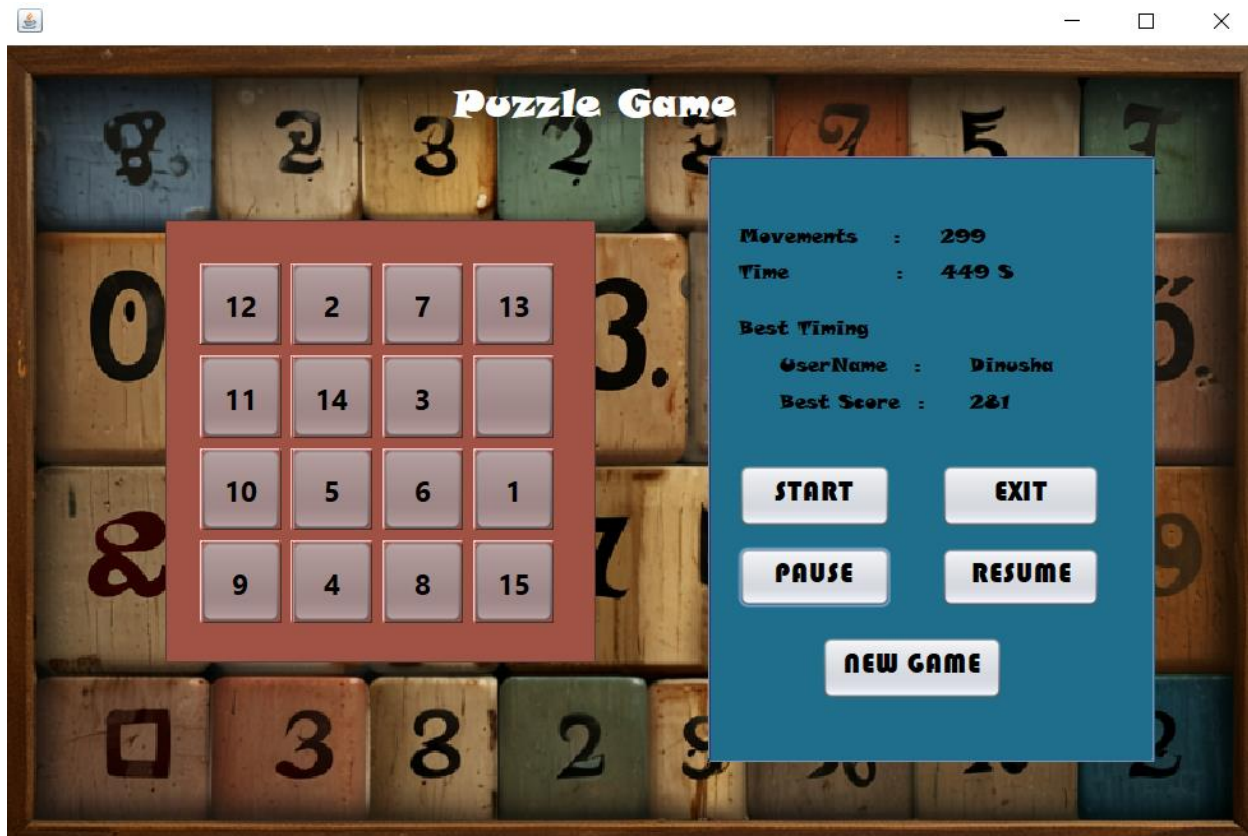
In here, Time and Movements decreasing according to the selections.

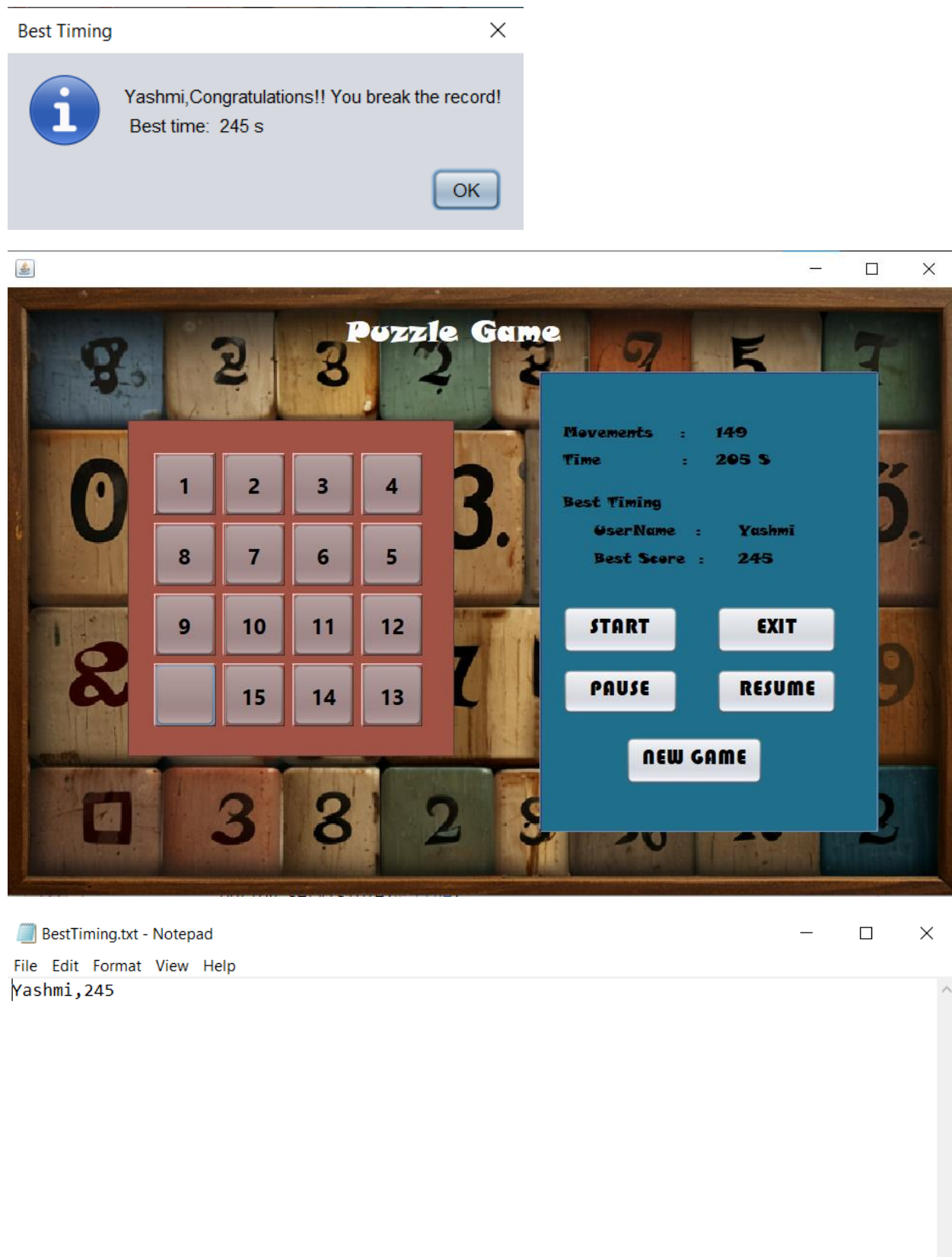


If your time or movements are over, Then popup Game over message Box.









If you click, the NEWGAME button then go to the second window (Options window). Then you can select the option and again you can do the game.

If you won or lost, you could choose NEWGAME. Player's username is not change after you click NEWGAME button, because you already entered your username.

For all button pressing and message popups, I use audio.