











SIMULATION			GAME_1			GAME_2			CREDITS				
1	2	3	4	5	6	7	8	9	10	11	12	13	14
1													
2													
3													
4													
5													
6													
7													
8													

HIGHSCORE: 2

SCORE: 3

The image shows a digital Connect Four game interface. At the top, there are four header boxes: 'SIMULATION', 'GAME_1', 'GAME_2', and 'CREDITS'. Below these is a 14x8 grid representing the game board. The columns are numbered 1 to 14 from left to right, and the rows are numbered 1 to 8 from top to bottom. A single yellow piece is located in the 7th column, 1st row. A red piece, which is a circular token with a lion's face, is located in the 9th column, 3rd row. At the bottom of the screen, there is a 'HIGHSCORE: 2' label, a 'SCORE: 2' label, and a 'RESTART' button.

SIMULATION		GAME_1		GAME_2		CREDITS								
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RANDOMISE

INSERT A MOVE USING W,S,A,D

BACK

MOVE

SIMULATION	GAME_1	GAME_2	CREDITS
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Click with the Mouse to select the game state

Simulation: click on the simulation button to start the simulation, click on the stop button to stop the simulation, click on the restart/random button to position the cheetah and rabbit randomly in the grid.

Game_1: control the rabbit using w,a,s,d keys to move up,left,down,right. Collect the yellow dots to increase the score. Avoid the cheetah and if you get caught you can restart the game clicking on the restart button.

Game_2: click randomise to place the rabbit and cheetah in the grid. Click "store" button in order to store the cheetah moves (up,down,left,right). Press play to move the cheetah based on the movement you previously stored. The aim of this game is to make the cheetah catch the rabbit using exactly the stored moves. If you do not catch the rabbit you can press "pop" button to start over again.

➔

Back

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SIMULATION

GAME_1

GAME_2

CREDITS

1234567891011121314

1

2

3


4


5

6

7

8





SIMULATE

Number of moves: 3

RESTART/RANDOM

SIMULATION

GAME_1

GAME_2

CREDITS

1234567891011121314

1

2

3


4


5

6

7

8











RANDOMISE

Last move entered: DOWN

BACK

MOVE

