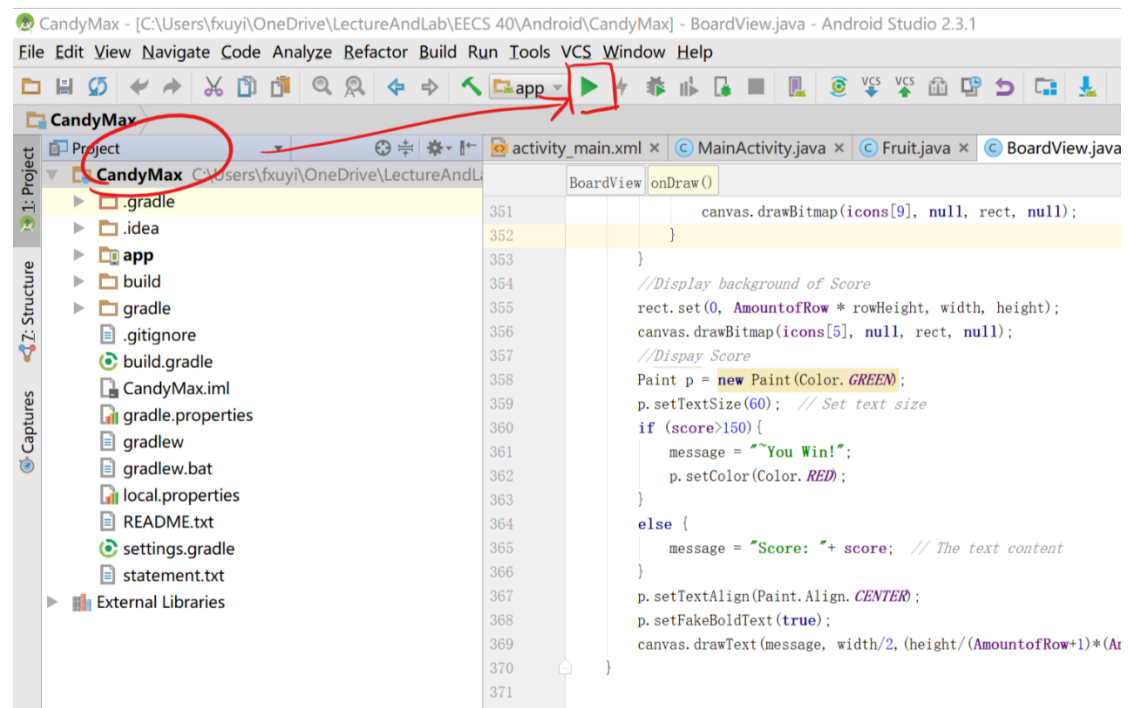
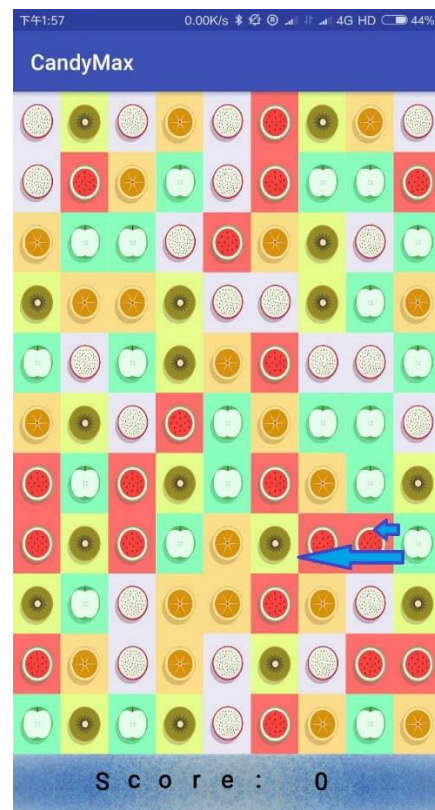


This is a very simple Candy-Crush mini Android Game.

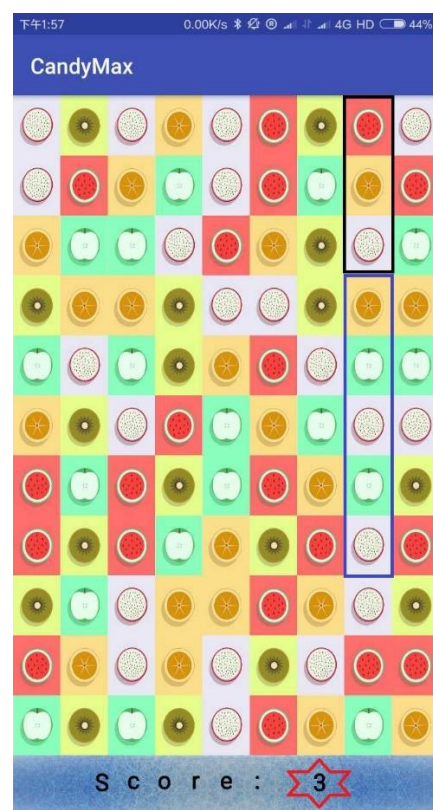
When you open the installed game on any Android device, or start simulation through Android Studio like this:



You will directly enter the main interface:



(Start)



(End)

All you need to do is choose a fruit and drag it to any of the four directions to swap.

No matter how far you drag, my app will only swap it with the first adjacent fruit in that direction. For example, in the screenshot of **Start**, no matter you drag that apple to the watermelon or the kiwi, it will only swap with the first watermelon.

A valid drag means you touch a place and move your finger to another place with your finger keep on screen. Whenever your finger leave the screen, a single drag finish.

There is only four direction that you can drag: up, down, left and right. If you drag to up-left or down-right, nothing will happen. And you will see a “Invalid Move” message in the monitor.

Also, only valid swap will occur, otherwise, it will swap back. (And you will see nothing since no transition animation exist.) A valid swap means new arrangement of fruits after swapping will create at least one three-fruit-in-line. And if that happen, those three or more fruits will be vanished from the canvas. For example, the three apples in line disappear and fruits marked in blue rectangle will drop down 1 units. Three new fruit will be created automatically above, which is marked in black rectangle.

Vanishing 1 fruit will give you 1 points. When you get over 150 points, you win. You can keep playing the game but no more score will be displayed:

