

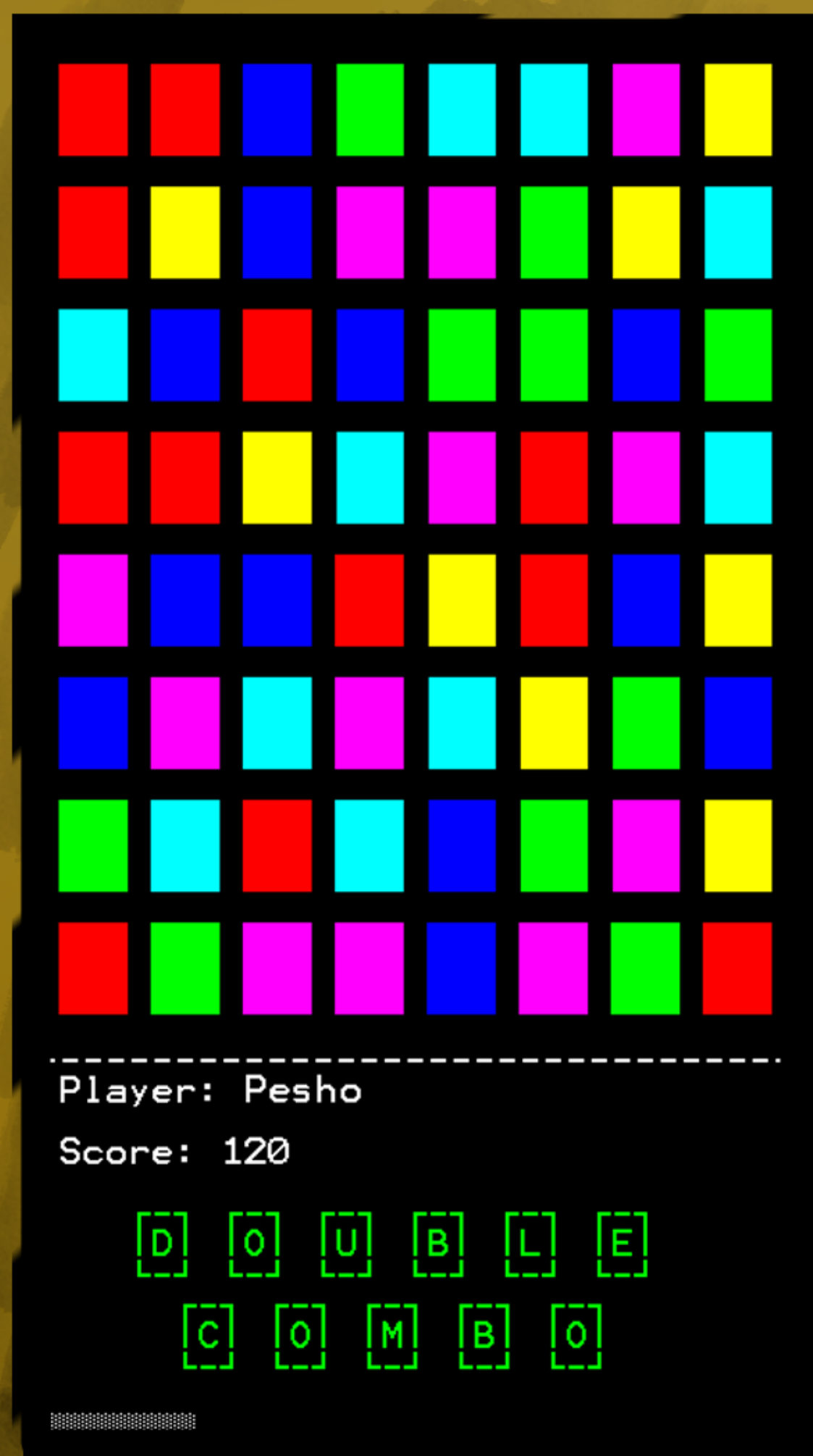
JUST JEWELS

TIGER TEAM PRESENTS



Main Features:

I. Game Engine



II. Main Menu



III.

Progress Bar and Combo Detection



Extra Features:

IV. Animation



V. Sound Effects



VI. Save and Load



More Features:

VII. Players Chart

TOP SCORES

1. Pesho 850
2. Dimitrichka 750
3. Gosho 660
4. Lorenzo 600
5. Trendafil 600

Press ESC for Main Menu!

VIII. OOP and Exception Handling

```
mon.Box
public ConsoleColor Color
{
    get { return color; }
    set { color = value; }
}

public Box()
    : this(0, 0, SYMBOL, ConsoleColor.Black)
{
}

public Box(int x, int y, char symbol, ConsoleColor color)
    : this(x, y, symbol, color, false, false)
{
}

public Box(int x, int y, char symbol, ConsoleColor color, bool is
{
    this.X = x;
    this.Y = y;
    this.Symbol = symbol;
    this.Color = color;
    this.isSelected = isSelected;
    this.isCursorPosition = isCursorPosition;
}

public void InitBox(char symbol)
{
    for (int i = 0; i < symbols.GetLength(0); i++)
    {
        for (int j = 0; j < symbols.GetLength(1); j++)
        {
            symbols[i, j] = symbol;
        }
    }
}

public void DrawBox()
{
    Console.ForegroundColor = this.color;
    for (int i = 0; i < this.symbols.GetLength(0); i++)
    {
        for (int j = 0; j < this.symbols.GetLength(1); j++)
        {
            Console.SetCursorPosition(this.x + i, this.y + j);
            Console.Write(symbols[i, j]);
        }
    }

    switch (this.isSelected)
    {
        case false: // Not Selected
            Console.SetCursorPosition(this.x + 1, this.y - 1);
            Console.Write(' ');
    }
}
```

