7. Submission materials: All java files, images, a document defines the game rules, a weekly log of every team member’s contribution and work hour toward the project.

Weekly Log:

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Week 1hour | Week 2 hours | Total hours |
| Ashley | 1 | 6 | 7 |
| Jakin | 3 | 2 | 5 |
| Carson | 0 | 3 | 3 |
|  |  |  |  |
|  |  |  |  |

Game Rules:

Game 1: First, the player selects a game grid indicated by the circular buttons on the right side of the window. Once a game grid is selected, the player clicks a tile to swap it with the image tile. the player can only swap tiles directly above, below, to the left, or the right of the image tile. The number of clicks will be tracked and displayed at the bottom of the screen. To win the game, the player must arrange each tile in descending order from left to right, top to bottom. (15 in the top left corner, then 14 directly to the right. 11 will be in the space directly below 15.) This repeats until each number is in order and the image tile is in the bottom right corner. When all the requirements are met, the player wins the game, and the number of clicks is displayed with a congratulations message.

Game 2: The **additional game** that is added is called *“Four Corners”.* The player first selects a game grid. Next, the player clicks the tiles to position tiles 1,2,3,4 in the corners. To win the game, the player must arrange the tiles, placing the number 1 block is in the upper left corner, number 2 in the upper right corner, number 3 in the lower left corner, and number 4 in the lower right corner. The number of clicks will be tracked and displayed at the bottom of the screen.

A screenshot of a puzzle game

AI-generated content may be incorrect.