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 |  |  |  |
|  |  |  |  |
|  |  |  |  |

Game Rules:

Game 1: ??? Please update.

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.