

# WOODOKU

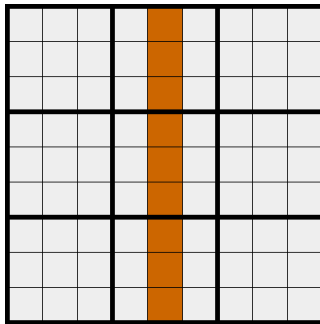
(most important information is highlighted, other information provided is for clarification)

**MAKE SURE TO PUT THE *result.txt* FILE IN THE **PROJECT LEVEL****

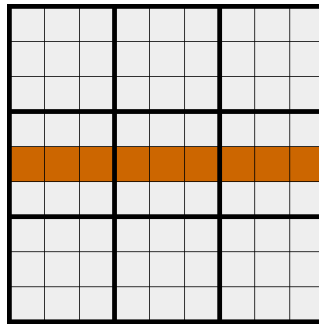
## How to Play:

- Drag the blocks to place them on the grid. You cannot overlap blocks, so place them wisely!
- Try to release the block as closely as you can to the position you want it to go in. It doesn't have to be perfect, but if the block is released in a position where it is unclear where it is supposed to go, it will not snap to the grid.
- Objective: complete rows, columns, or boxes to make blocks disappear!

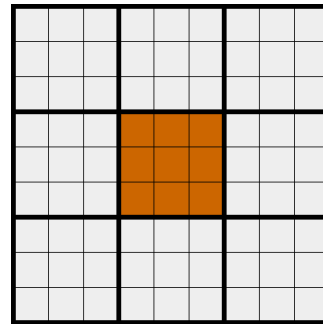
Below are some examples:



(completed column)



(completed row)



(completed box)

- You can complete rows, columns, and/or boxes at the same time when placing a block
- Completed rows and columns must extend across the entire grid (length 9), not just a box
- The 9 boxes are defined by the thick borders, any other 3 by 3 section is not considered a box

## Scoring:

- Placing any block adds the number of squares in that block to your score (the value of the block). For example, a block made up of 4 squares will add

4 to your score once it is placed in the grid. This will always be added even if you complete a row, column, and/or box.

- Completing a row, column, or box adds 9 to your score; completing a combination of a row, column, and box at the same time adds 9 each to your score. For example, completing a row and a column simultaneously will add 18 plus the value of that block (described above).

## Blocks:

- There are 41 different types of blocks
- 3 blocks spawn at the bottom when the game starts. Once all 3 blocks are placed in the grid, another 3 will spawn. The type of block is random.
- If you drag a block to a place where it cannot be placed, it will magically teleport back to where it was.

## Game Over:

- The game is over when there is no more room for the current blocks to be placed on the grid
- It is possible that none of the 3 blocks that spawn may be placed on the grid, so the game will end right there