Section C

On our final project, I worked on the functionality of the SwipeGestureRecognizer and its implementation through a series of trial and errors until we came to our short and concise version you see demonstrated in this version our of app. I also worked on the game state functionality to determine a way of figuring out if and when the player had completed the puzzle. Aleksander and I both worked on the implementation of the SwipeGesture to as a means of a segue between the 3x3 and 5x5 boards.