MOVE RIGHT



VAlid Move make a NICE sound

DRAGGING RESTRICTED to 4 possible "drags" potentailly less if boundary cell

Draging Animatio should "pick up" and move hte red dot

if handle returns FALSE, then snap back the red dot

Cells have many circle objects

when dragging red dot right if x-crosses the line then call functions that compute and re-generate dots

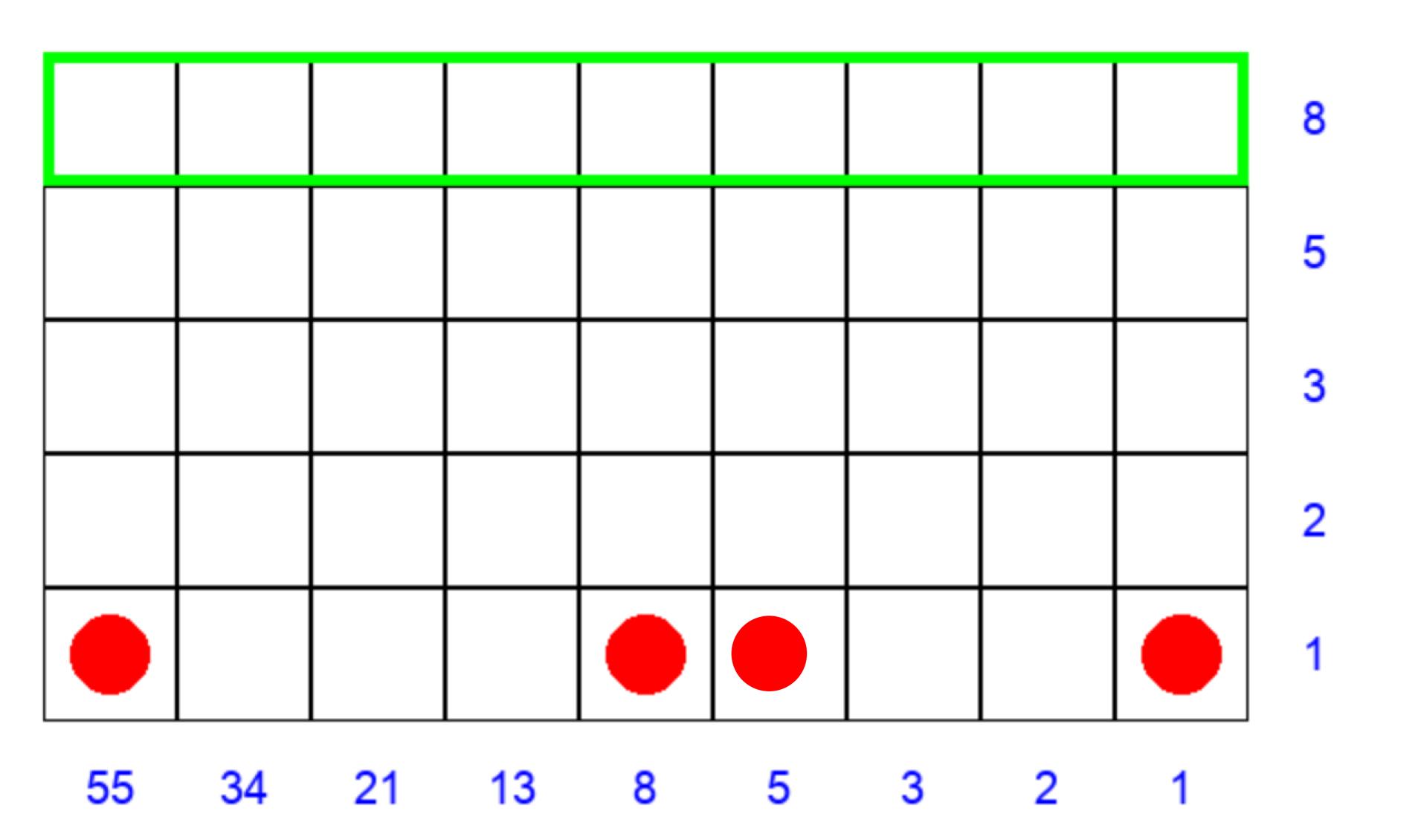
Handle(Cell object, "Right") → bool Handle(Cell object, "Left") → bool

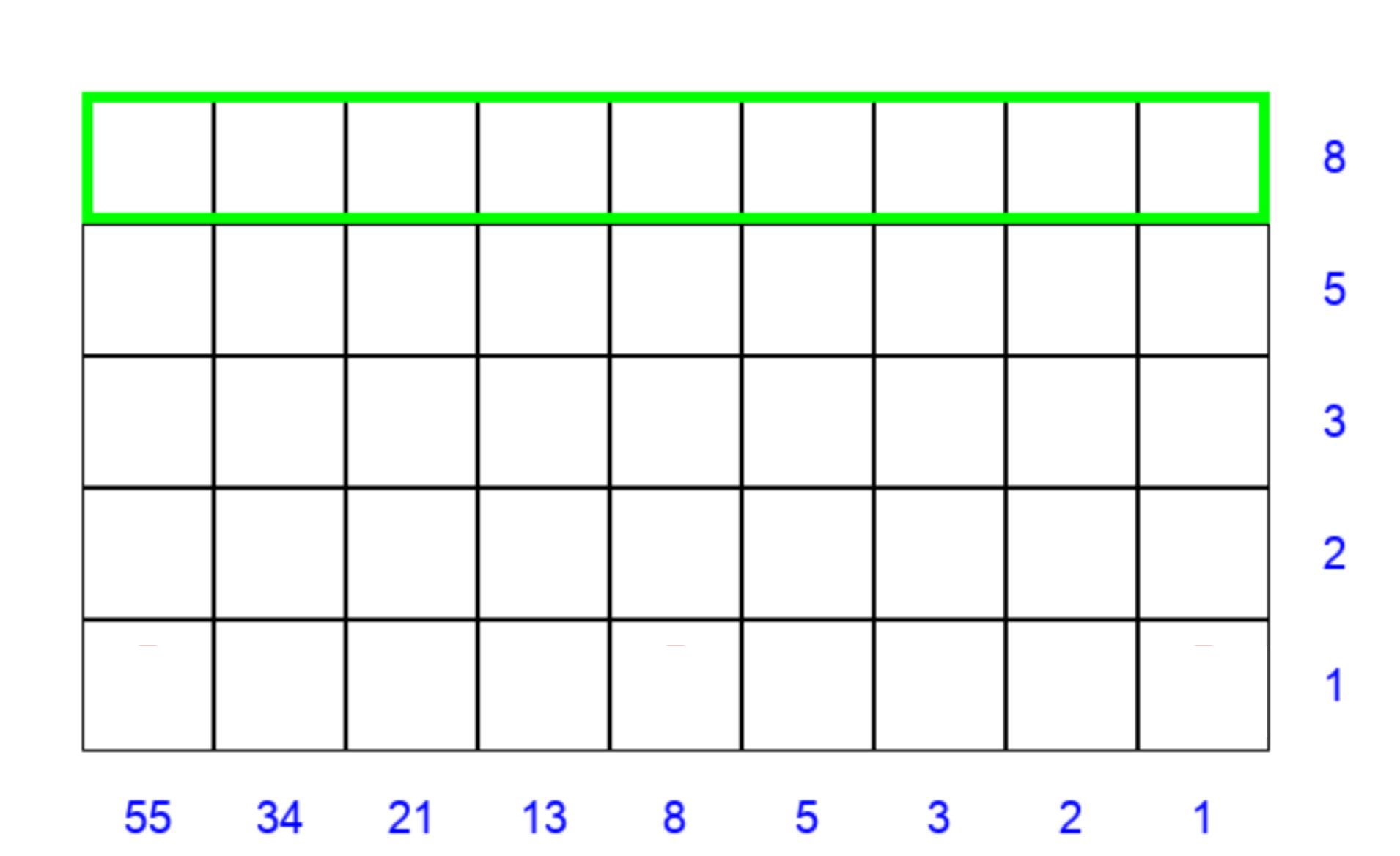
Move counter is updated if invalid move, we know

when dragging red dot right if x-crosses the line then call functions that compute and re-generate dots

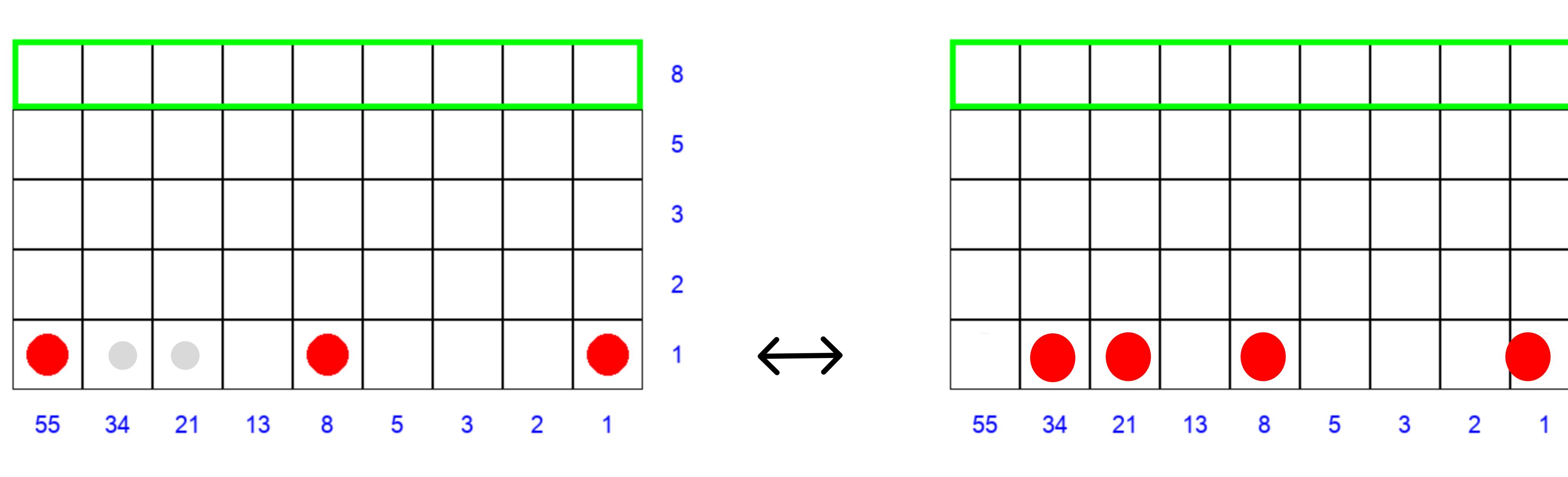
Handle(Cell object, "Up")
Handle(Cell object, "Down")

Move counter is updated if invalid move, we know



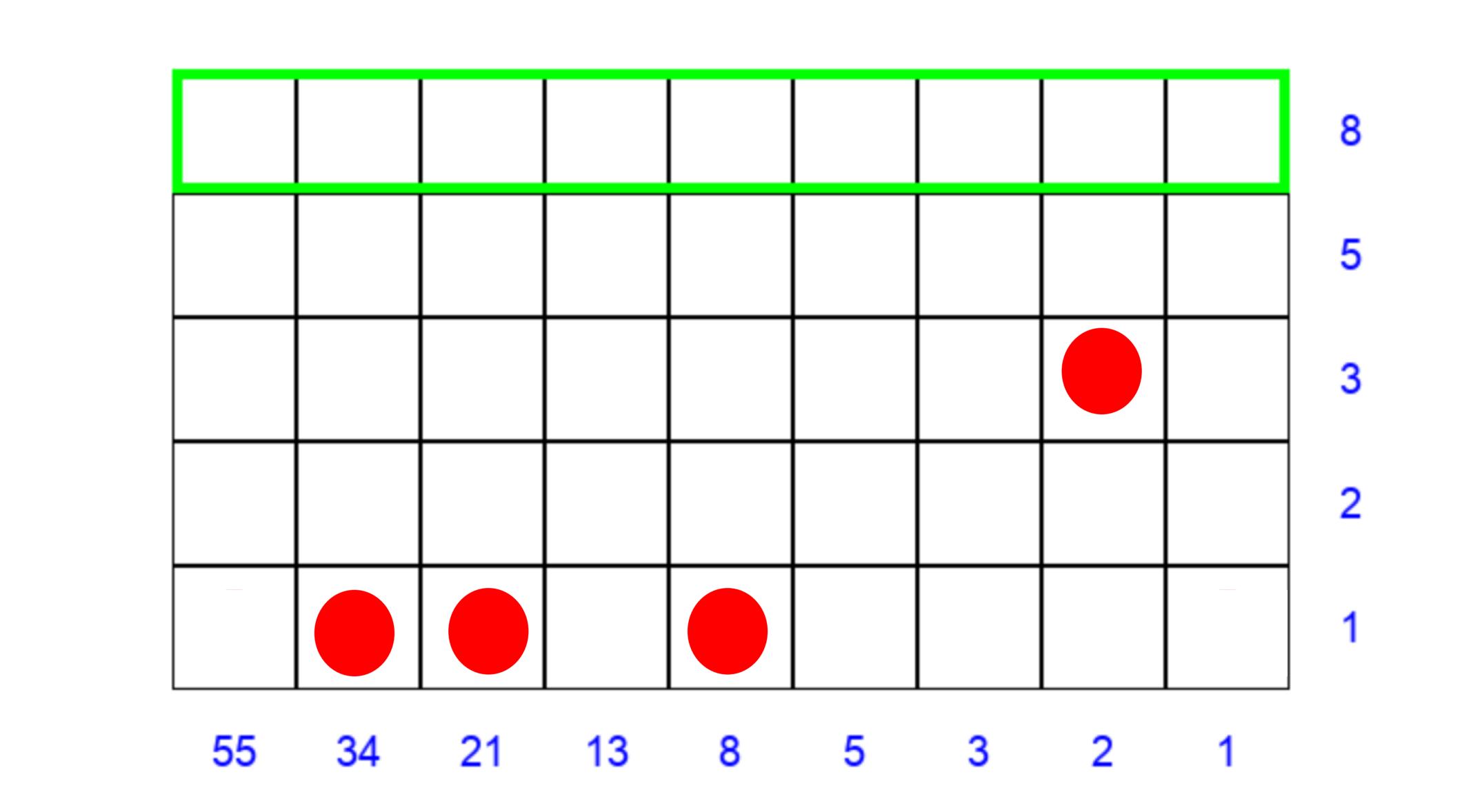


MOVE RIGHT/Left



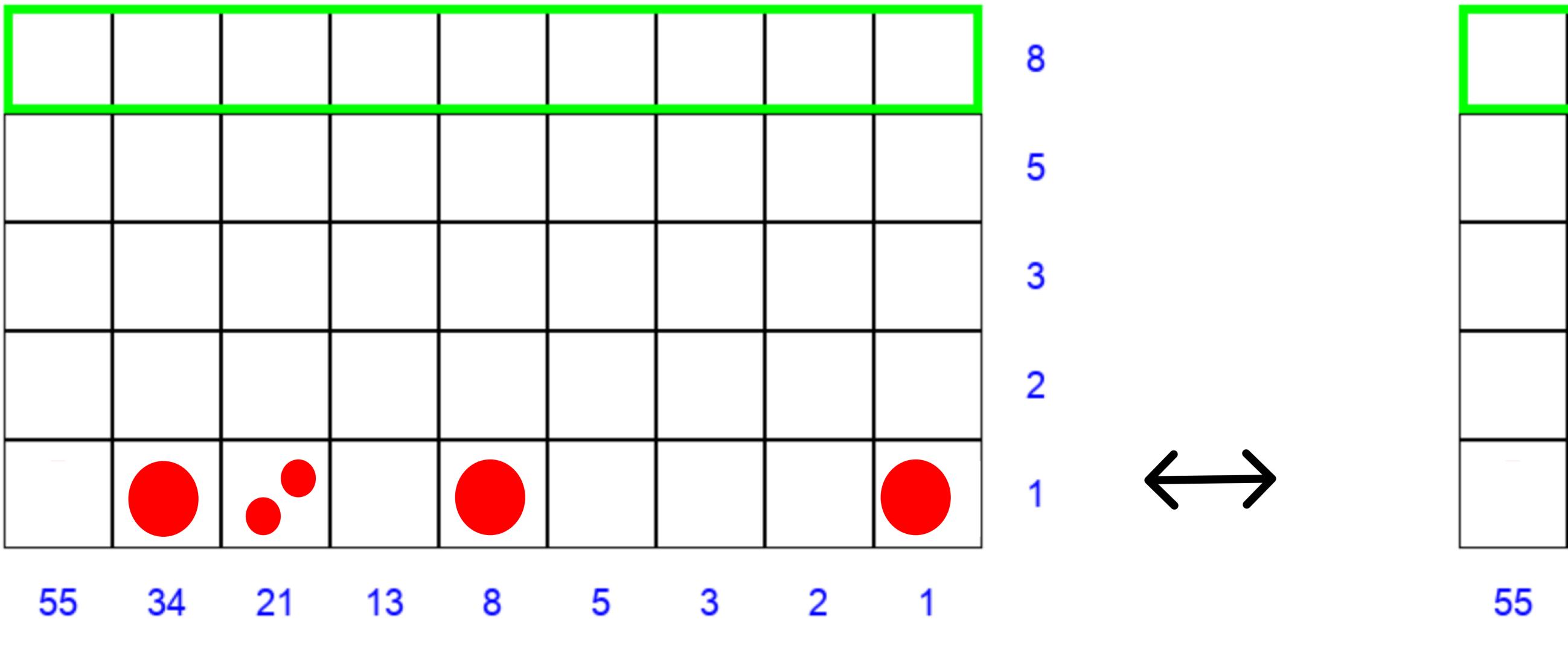
55 BECOMES 34 AND 21 IN SAME ROW

MOVE RIGHT/Left (specific to last column)

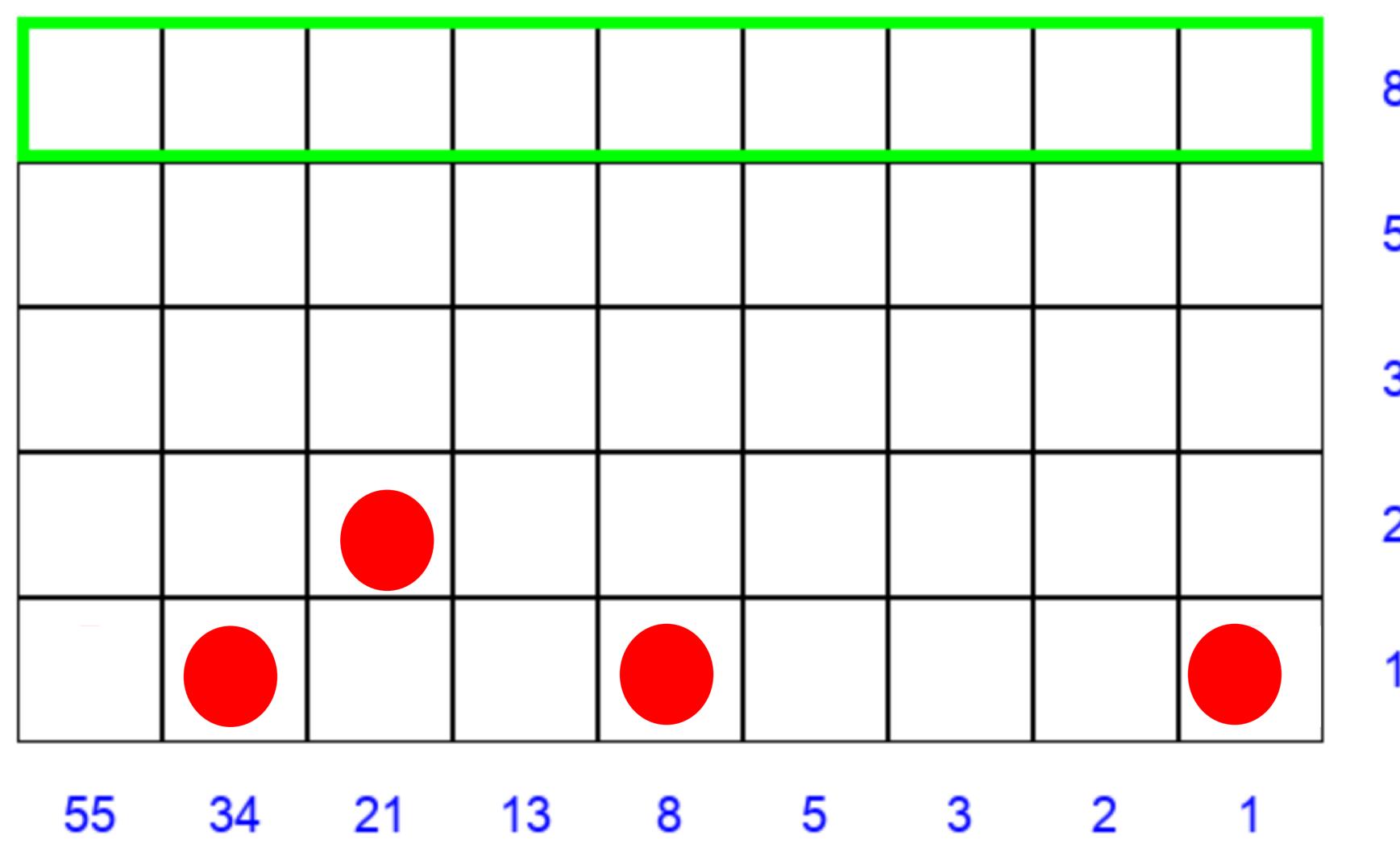


55 BECOMES 34 AND 21 IN SAME ROW

MOVE UP/Down (specific to last row)



55 34 21 13 8 5 3 2 1



2 *1 = 1 *2
(USING Y-AXIS VALUES)

If only one row is highlighted, then the y-axis number is a fibonacci number otherwise you need the n-highlighted rows to be the same

MOVE UP/Down (2 rows to the one after it)

