

Skyline User Manual

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0.1 Introduction

Welcome to Skyline. Skyline is a graphical implementation of a mathematical game in Python, created for the EPR course at Goethe University in November 2015.

0.2 Rules

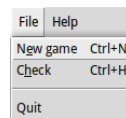
The rules are very simple. In the beginning you have a field of 4x4 panels. On each side of the field there are hints with whom you solve the puzzle. In the panels you can type numbers from 1 to 4. Each number represents a house. The bigger numbers are higher houses than smaller numbers which are smaller houses. In every row can only be one number of each. This goes for every direction. To solve the puzzle you need to use the hints. They represent the number of houses you can see from the hint. To win you need to fill in all panels with the correct numbers and press check witch you can find in the menu bar under file.

0.3 Commands

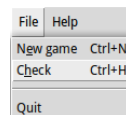
You can find all commands in the menubar.



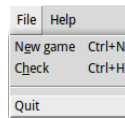
File: In File are the commands which let you start, end and play the game.



There is "New game", which starts the game and generates a new field. You can also use it when you already have a field. Then "New game" will give you new hints for a new game.



"Check" compares your answer with the generated answer and opens a message box. The message box informs you if you were correct or false. After you won you can start a new game with "New game". If you lost you can still check your answer, change it and check another time till you win.

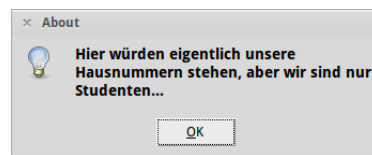


If you press Quit you close the game. The same can be done normally with the x-Button on top of the window.

Help: In Help are the commands which each open a message box that should help you play.



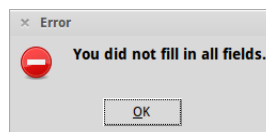
"Skyline help" opens a message box with a short summary of the rules. You can open it while playing.



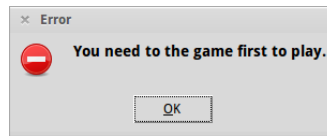
"About" opens a message box that informs you about the programmers of this version of skyline.

0.4 Errors

During the game, the following errors can occur:



This means that you should fill all fields first before asking the game to validate your input.



This means that you should start a game first before asking the game to validate your input.