**ASSIGNMENT 04 HACKER GAME**

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1. OUTLINE/THEME

It is a mini game based on the cyberpunk mini game, where the player needs to match a goal sequence alternating between columns and rows to fill the buffer

1. INPUT AND OVERALL SYSTEM

Input works by clicking on any piece of the board, it will trigger the first move, after that the piece will appear on the buffer and the line of that piece will go green showing the next possible moves. Once you do the next move the column of the piece choose will go green, the game goes like that until you run out of space in the buffer.

The win condition is to have the goal sequence somewhere in the buffer, it doesn’t matter the first or last play. For example, if your goal is (A7, M3, A7) and you have 5 spaces in the buffer you can win with (C8, A7, A7, M3, A7) or wherever combination that has the goal sequence in it.

1. DIFFICULTY

The Game has three difficulties and the difference between them is the buffer size.

Easy: 5 plays available in the buffer.

Medium: 4 plays available in the buffer.

Hard: 3 plays available in the buffer.