Algonquin College Logo

# SCHOOL OF ADVANCED TECHNOLOGY

### ICT - Applications & Programming

### Computer Engineering Technology – Computing Science



A11

Game Interface

Team:

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Game Proposal - NumPuz

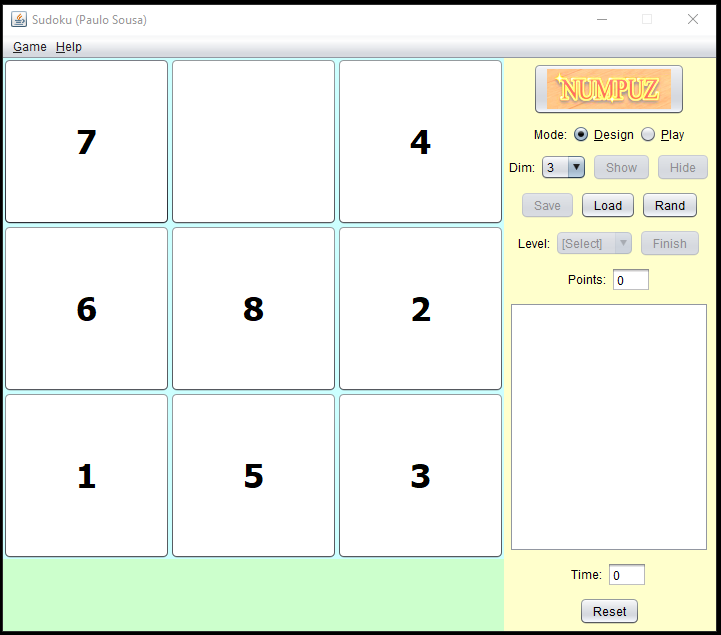
***This template is suggested (not mandatory) to answer A11 Specification.***

|  |  |
| --- | --- |
| **Part**  **1** | **GUI Definition** |

**EXPLANATION**

*The purpose of this assignment is to define the elements of the GUI application to be used in your game implementation.*

* ***Example****:*



* ***Note****: The professor interface is also a proposal. It means that your own implementation can be different. What does matter is that the game functionality will be respected.*
  1. **Defining the Components**

**List of components**

The game is using Swing

javax.swing.JButton;

javax.swing.JFrame;

javax.swing.JLabel;

javax.swing.JMenu;

javax.swing.JMenuBar;

javax.swing.JMenuItem;

javax.swing.JPanel;

javax.swing.JDialog;

javax.swing.TextArea;

javax.swing.GridLayout;

**Functionalities and Behaviors**

* User can set the size of the game. the default size is 3x3
* Click “START” to start the game
* Click “RESET” to start a new game from beginning
* Click the number to slide the number to the empty space
* If the user wins, start a new game automatically
* The played time is displayed for player to track time

**Details**

*Diagram

Description automatically generated*

*Table

Description automatically generated*

*Drawn your interface (ex: in an image from Paint / Powerpoint slide, or any sketch tool), describing:*

* *Dim selection: JComboBox*
* *Buttons: Jbutton*
* *Menubar: JMenuBar*
  1. **User Manual**

**Basic cycle**

The player will get random orders at beginning. Click the number around the empty space to slide the number to the empty space. The player needs to put all numbers in incremental order from the top left position to win.

The player can track how much time have played so far.

**FINAL SUGGESTIONS**

*Here some ideas to think about your language....*

* *Try to create a game whose execution can be very intuitive (easy to be played).*
* *Remember that this game will be in fact implemented only in the next assignment.*

**References**

*[Include eventual references used here]*

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