

TANGRAM GAME

Tangram - Home Page

1. The game title, "Tangram" is located at the top of the screen
2. Beneath the title are 8 animal icons showing the tangram puzzles users can play
 - a. Animal icons are listed as 2 columns in portrait orientation
 - b. Animal icons are listed as 2 rows in landscape orientation
3. Animal icons are listed in order of difficulty (please follow order shown)
4. When a user clicks on an animal icon, load the corresponding game page
5. If the user clicks the "house" icon in the lower right, exit the application

Tangram - Game Page Layout

1. The game page consists of 4 primary elements:
 - a. empty white canvas in shape of the animal – where user will build the puzzle
 - b. puzzle pieces – placed off the canvas on the black background
 - i. for portrait orientation, puzzle pieces are below the white canvas
 - ii. for landscape orientation, puzzle pieces are left of the white canvas
 - c. puzzle icon – located in the upper right corner, visual reference for the player
 - d. home icon – located in the lower right, when clicked, exit the application

Tangram - Game Objective & Rules

2. The objective is to slide the puzzle pieces into the correct position on the white canvas
3. If a piece is very close to its correct location (within a couple of pixels), snap the piece into place.
4. When the last piece is put in the correct place, flash between the complete image and the "alternate color image" and play the associated winning sound file.
 - a. Do you prefer a gif for the flashing or just two image files?
 - b. We will provide sound file (it will be an animal sound)
5. After the winning feedback is complete return to the Tangram home page

Tangram - Functionality Notes

1. The user can rotate the puzzle pieces to the left or to the right by touching the piece in two places and rotating
2. The puzzle pieces can over lap each other. Stacking order is determined by the piece that was touched last, with the most recently touched piece on top with other pieces placed below and stacked according to the same criteria.
3. The user can click and drag the puzzle part anywhere on the screen except:
 - a. The puzzle pieces can't cover the home icon
 - b. The puzzle pieces can cover the puzzle icon in the top right corner
4. Once a piece is in the correct position, the user can move it out of place.

Tangram - Functionality Notes

1. After 120 seconds of no touch interaction, exit the application.
 - a. We may add a pop up notice (touch to keep playing) before exiting, but will decide that later.