TILES SWIPE

This is a Puzzle game in which we can form an n x n matrix. Initially the tiles are arranged in descending order numerically. The goal is to arrange it in ascending order. Here the user types the number to be moved to the blank tile and that tile moves to the void position. Similarly, the user continues to achieve the final solution (i.e. is in ascending order). At the end of the game the time taken to complete it is displayed. Also, there is a feature such that the game can autocomplete step by step on a given command.

For e.g.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 8 | 7 | 6 | 🡪 | 1 | 2 | 3 |
| 5 | 4 | 3 | 🡪 | 4 | 5 | 6 |
| 2 | 1 |  | 🡪 | 7 | 8 |  |

Here we use the concepts like

1. Functions,
2. 2D Arrays,
3. UNIX commands.

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