

## ***River crossing puzzle***

### **Idea of the game:**

it's a game in which a group of farmers and sheeps cross the river, by adding them in boat, in each level there is some instruction to help the user cross the river.

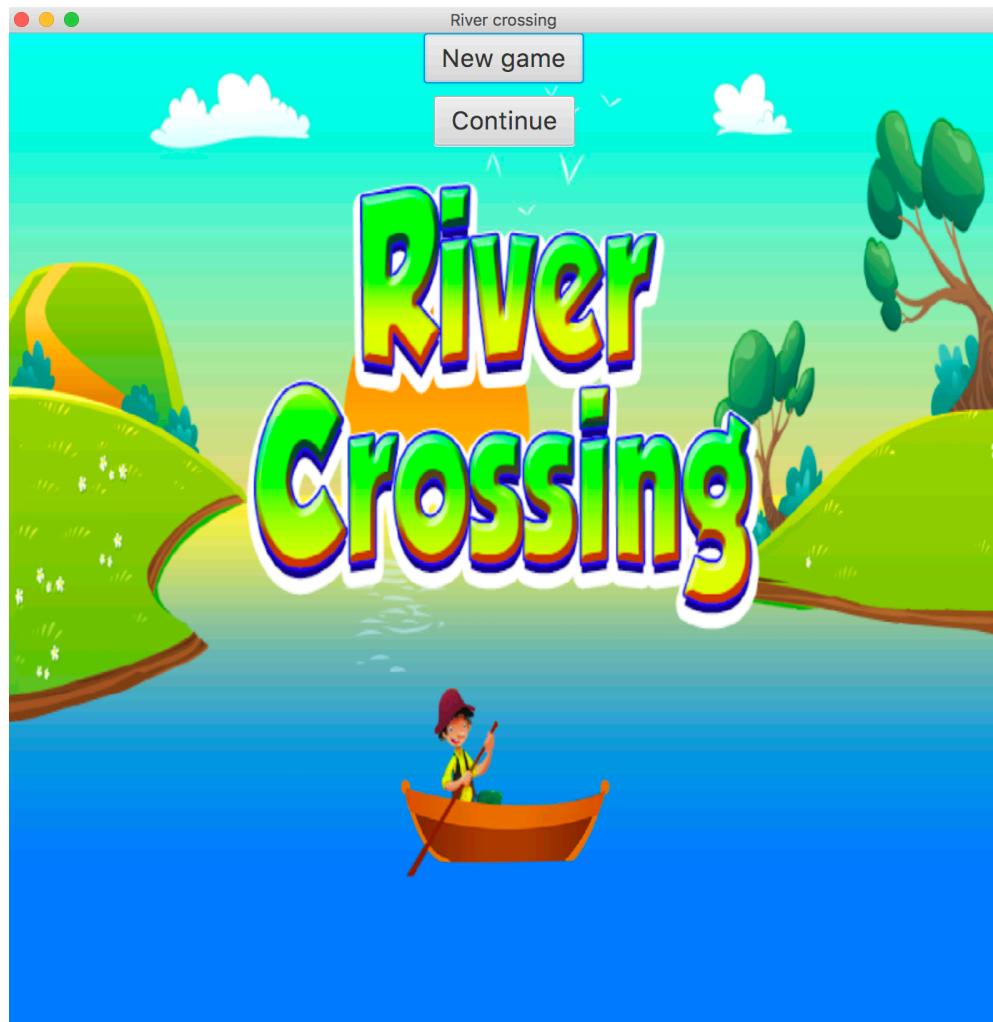
### **Instructions to play the game:**

There is action for each button in the game,

1. when opening the game user choose either level1 or level2 each one contains a different story.



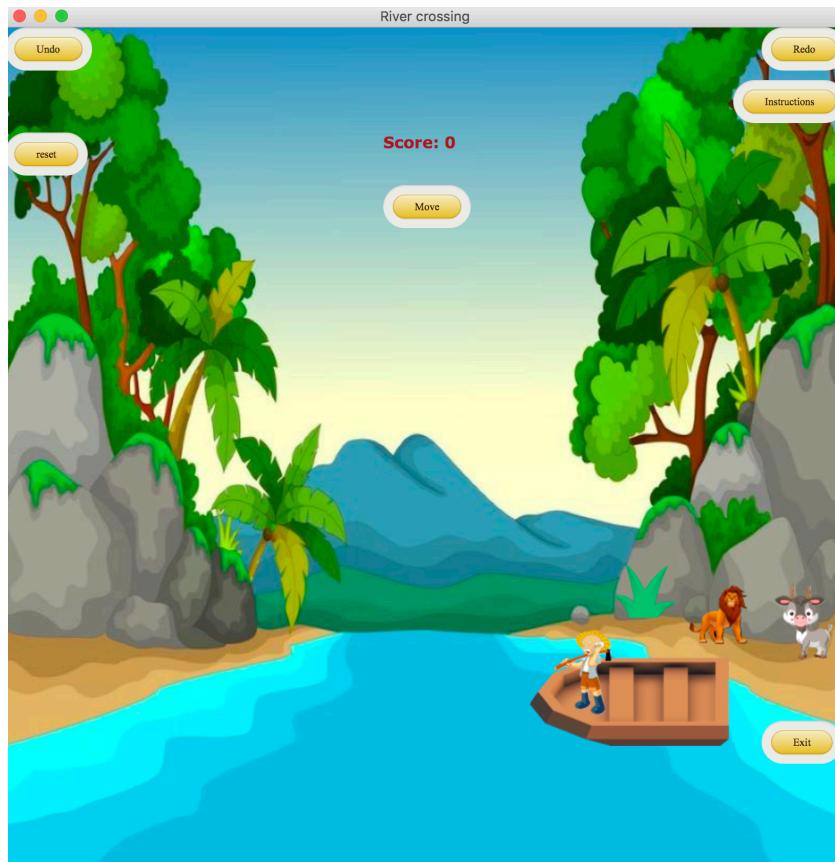
2. after choosing the level the user have option either to start a new game or continue an old one.



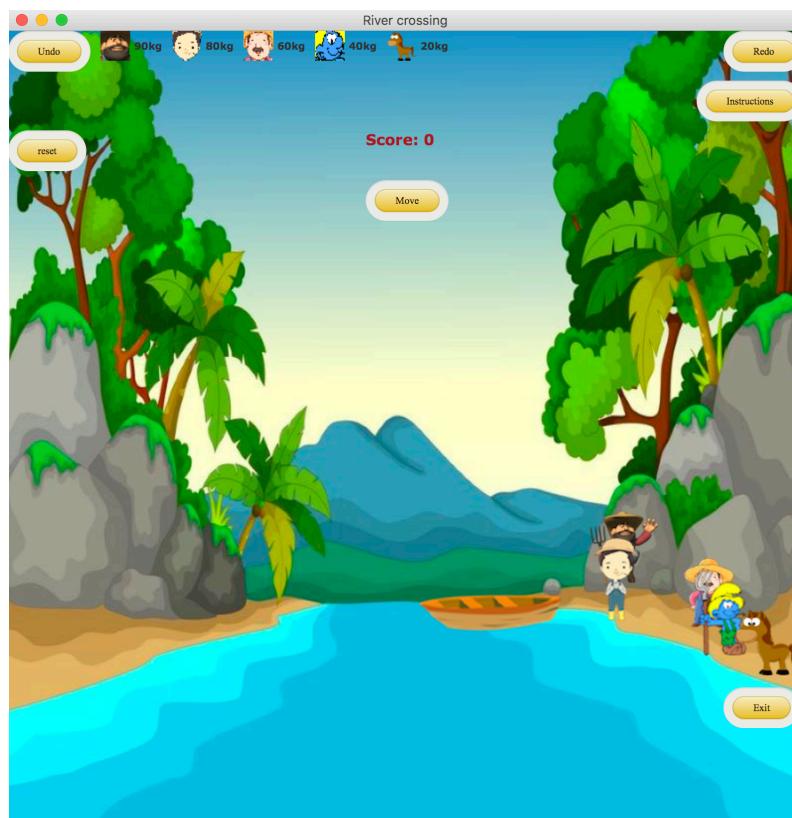
3. In each level there is common buttons that gives the user options of (resetting the game, undo or redo action, exit game, moving of the boat).

## Levels scenes:

### Level1:



### Level2:



**Common buttons in both levels:****Move button:**

This button makes the boat move from the left to right or from right to left side of the river, but it is invalid to move the boat when the boat is empty.

**Undo button:**

This button makes the user able to go back to the previous step.

**Redo button:**

This button makes the user able to return back before the undo step, "redo the undo action".

**Instruction button:**

This button shows the instruction of each level and the invalid things in the levels, simple brief to win the game.

**Reset button:**

This button makes the user start the game again and reset all the actions, simply start new game again.

**Exit button:**

Exit the whole game.

**Score label:**

The score label starts the score from '0', each move the score increases by one.

**The farmers and animal Labels:**

Those labels are in level 2 only, in order to transfer the farmers and animal to the other side and by respecting that the boat carries only 100kg, user needs to know the weights of the farmers and the animal.



## Programming project report

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Name :Mohamed Gamal Mohamed  
ID:5464  
Logic

Name :Ziad Hossam Elzawawy  
ID:5466  
GUI

Name: Esraa Yahia Mohamed  
ID: 5644  
GUI

Name: Omar Radwan  
ID:6013  
Logic

