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 - Picross

***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.*

Diagram

Description automatically generated

*Desciprion*

*When the game is launched, another window containing instructions is popped up in the screen.*

*-There is an option to select the level of difficulty (Easy, hard, very hard).*

*-Theres another option to select the language for the game (English or German)*

*-Each game session has a time limit depending on the level of difficulty*

* 1. **Defining the Components**

**List of components**

* Buttons
* TextField
* BorderPane
* GridPane
* RadioButton

**Functionalities and Behaviors**

* *The games can be reset using the Reset button at the bottom right position of the BorderPane*
* *The time is incremented by 1s in the time text field.*
* *The points can be seen at the bottom points text field of the border pane*
* *The different boxes can be selected using a click event on the buttons in the GridPane. (100px)*
* *The difficulty level can be selected using the drop down menu at the top left of the BorderPane*

**Languages**

* *English*
* *German*

**Details**

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

* *Each button is 100 by 100*
* *The Labels are bold and texts are of font size 10, font name is Times new roman and are left aligned.*
* *The window will be 400 by 400 (px) and the sizes of the buttons increases as the size of the window increases (property binding)*
* *The TextFields are of size 5 and are non-editable*
  1. **User Manual**

**Basic cycle**

*Create a brief description about how your game can be used.*

***Example****: If you have to design the solution to be saved and played later, how are the stems. Most importantly, how someone can play the* ***Picross****.*

* *Note: your process does not need to be followed exactly when you are going to the implementation. For while, it is only a script about how to play.;*

**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]*

* ***NOTE****: Even if you use one specific tool (ex: ChatGPT), report it here.*

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