**Android Development (Basic Level)**

Puzzle Game (Java Application)

Duration: 1 Day | Marks: 10

A gaming company wants a puzzle Game:

On opening the Application there should be re-arrange buttons 1 to 8 and you’ll have to manage them on each click if any space found for shifting the button so should shift either side and when sequence is managed , “Won The Game”

There should be 50 moves limit in the game, if user rearrange the game sequence with the

Given moves if should congrats otherwise I should tell the user that u lost the game try again.

**Re-arranged**

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

**Arranged**

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

Assigned date: 04-06-2018

Submission date: 05-06-2018