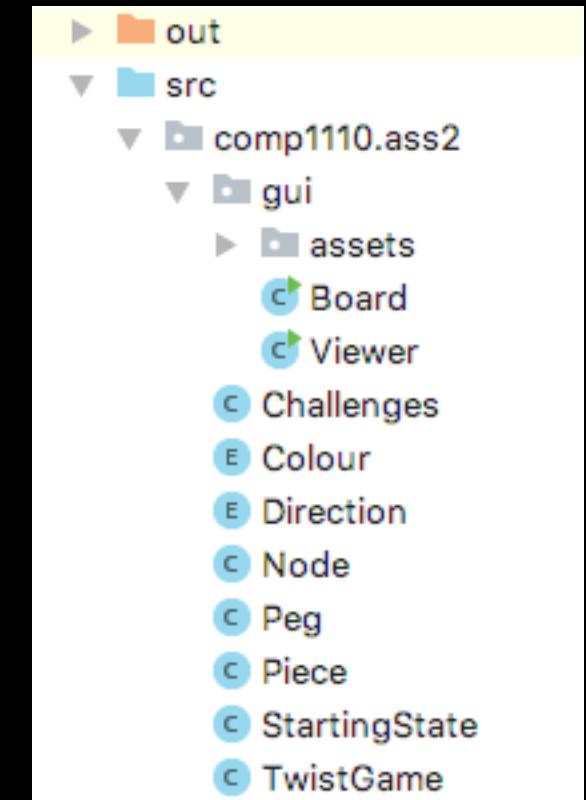


IQ TWIST ASSIGNMENT

By Chunze Fu (u5885811), Mei Yee Chin (u6700948), Hua Guo (u6419283)

DESIGN APPROACH

- Game architecture and logic
- Representation (Nodes, Pieces)
- Update and Check



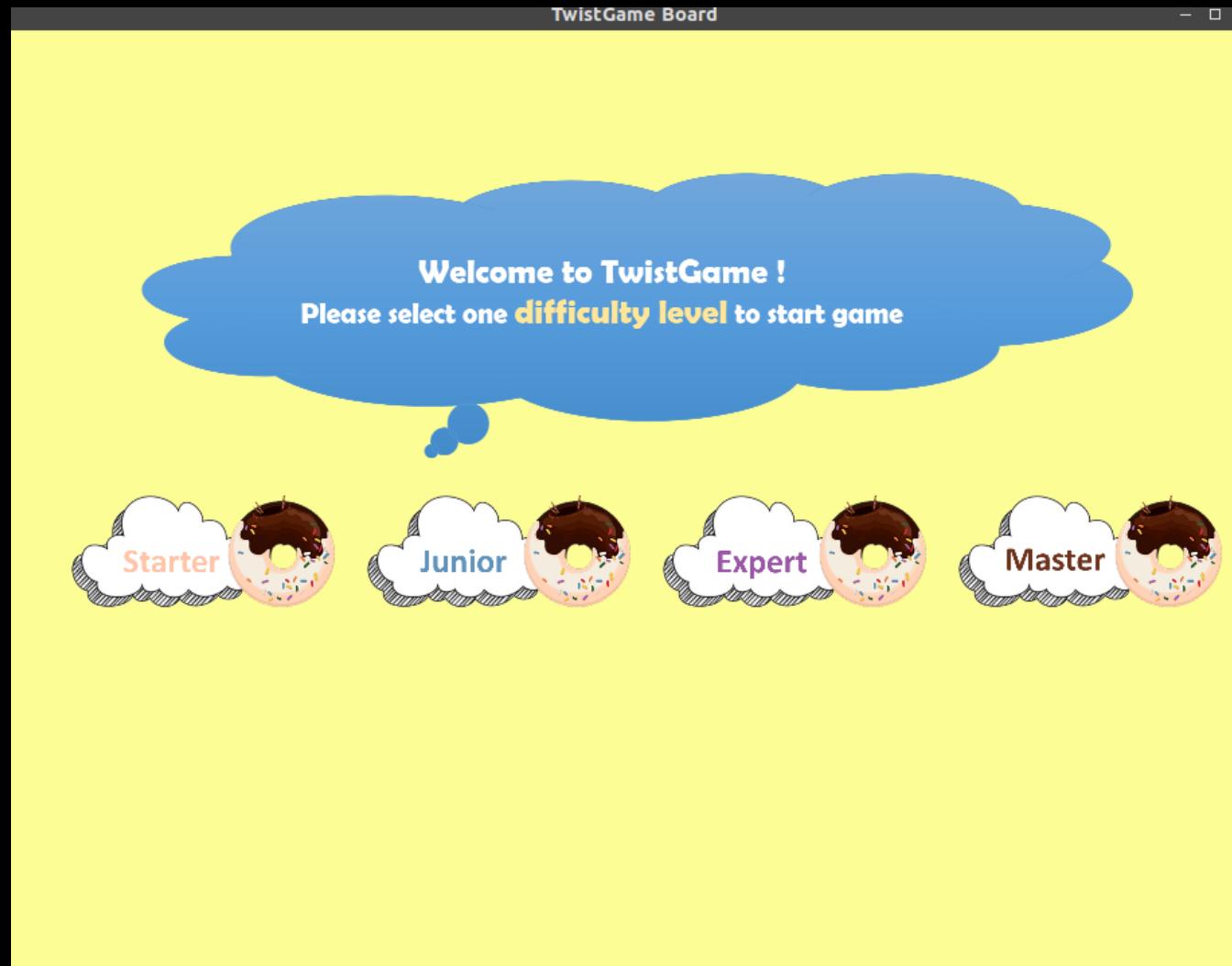
PERFORMANCE IMPROVEMENT

- Use number arrays instead of string
- Computing solutions
- ...

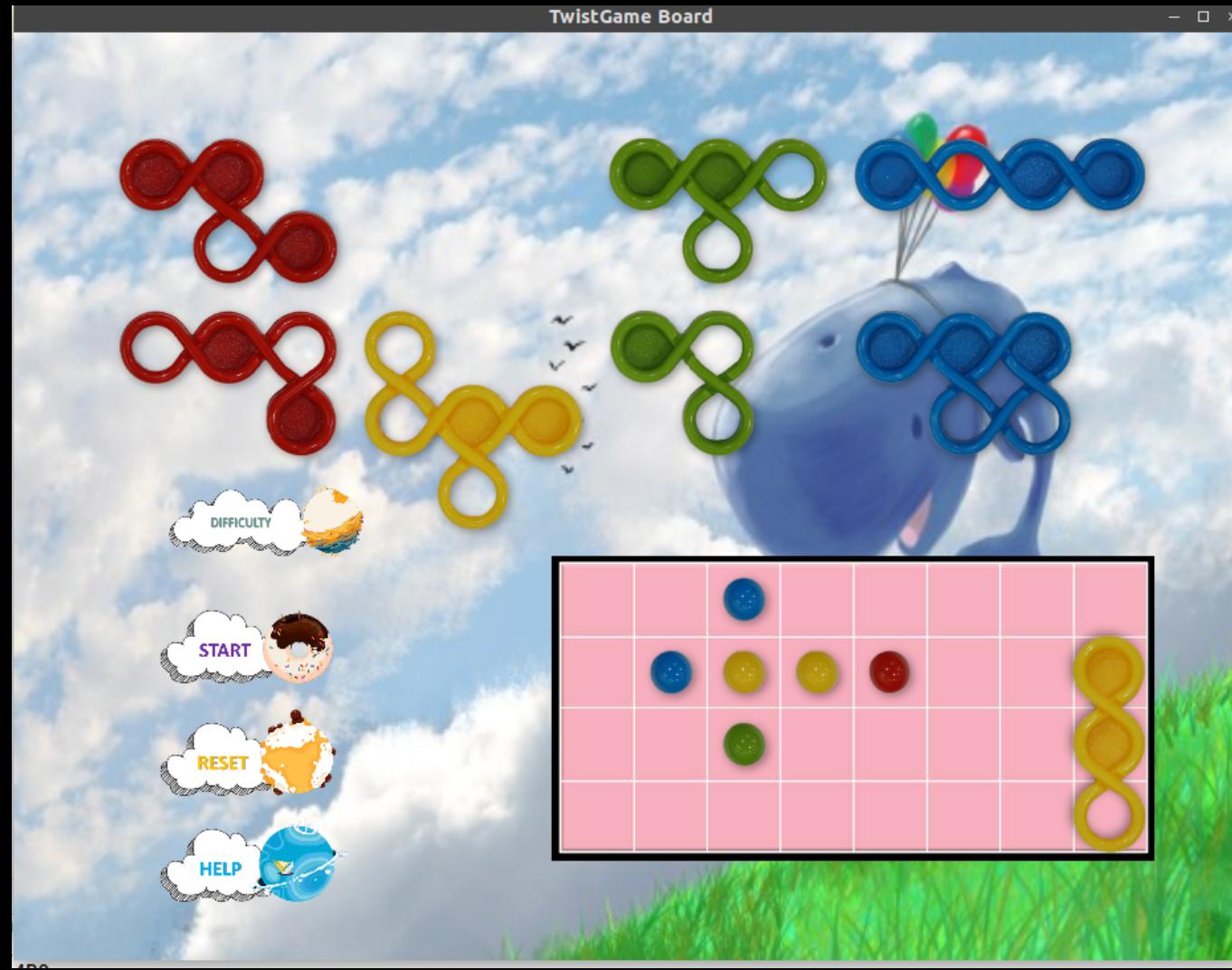
INTERESTING ASPECTS

- 4 level of difficulties a player can choose from using difficulty
- Home page, main page, helper page, completion page
- Reset, Start, Help, Back To Game, Replay, Exit

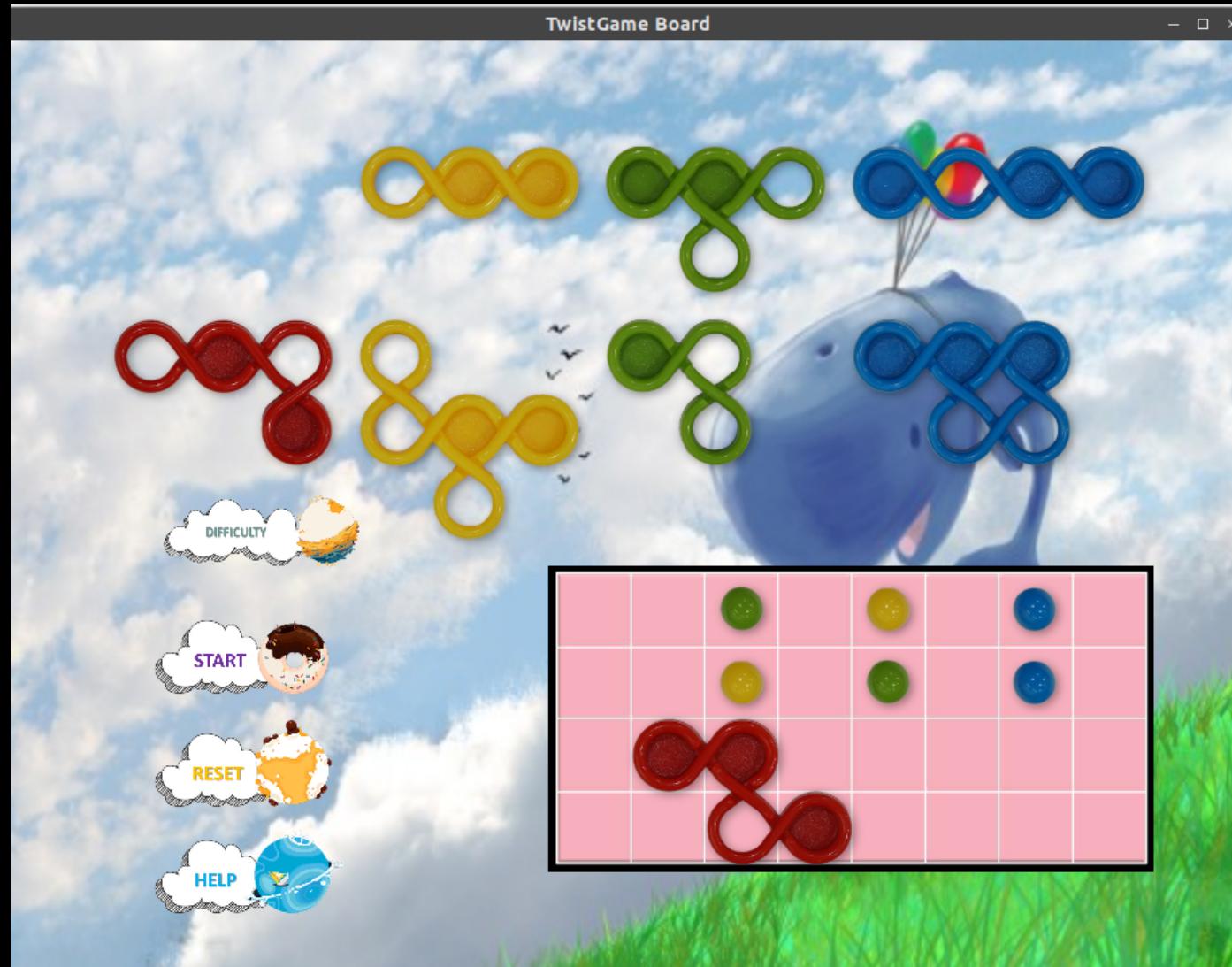
HOME PAGE



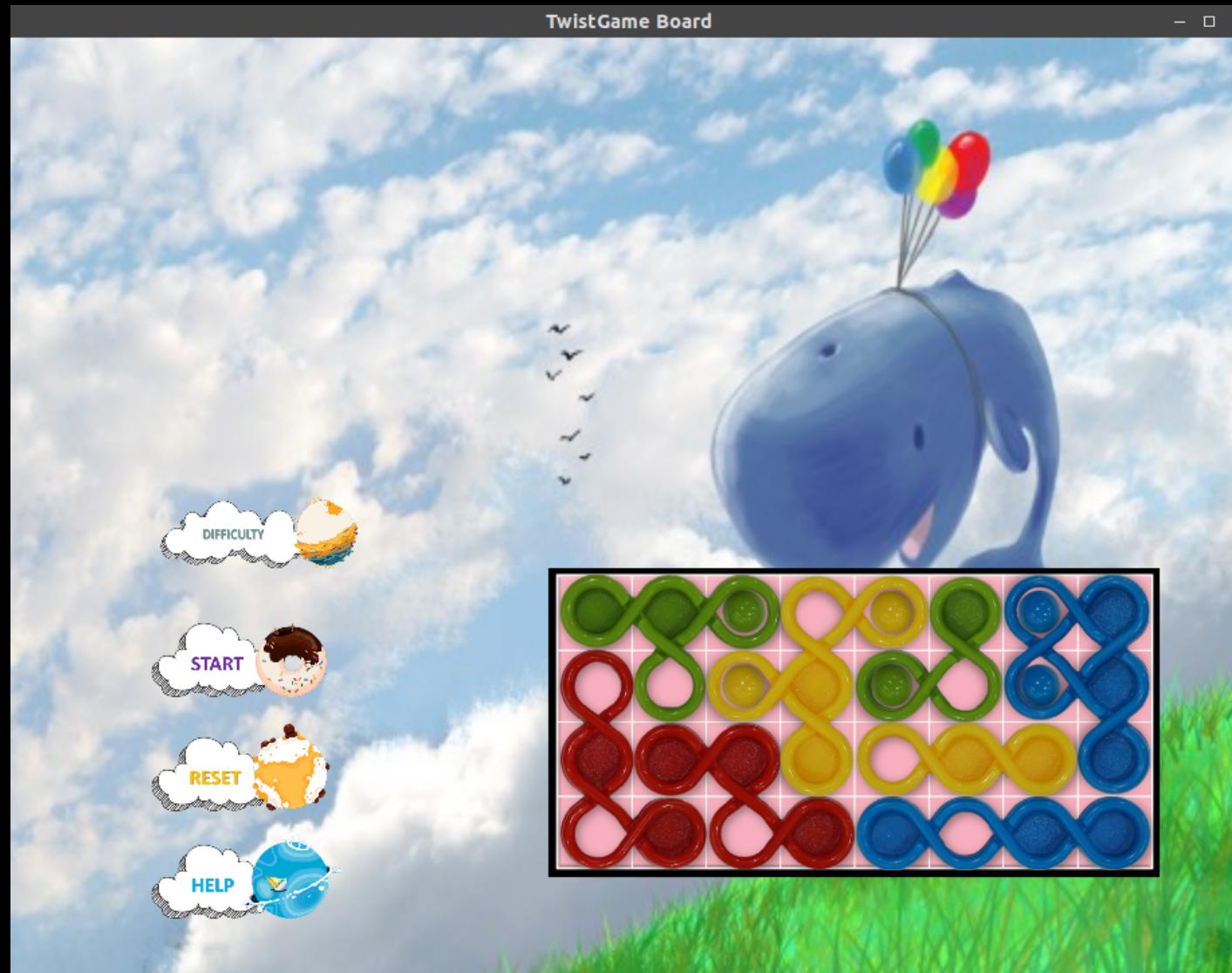
GAME PAGE: STARTER



GAME PAGE: DIFFERENT STARTER SET UP



HINT WHEN “/” IS HELD



HELPER PAGE

TwistGame Board

Helper

**The aim of this game is to fit all the pieces onto the board.
To finish the game, all the 8 pieces should be put on the pink board.
All pegs should fit into the hole position of a piece of the same colour**

**Scroll to change orientation.
Drag to place pieces.
Right click to flip pieces
Hold '/' for hint.**

Good luck!

 BACK TO GAME



COMPLETION PAGE

